

HOPLOMACHIA



HOPLITE WARFARE 460-360 B.C.

Hoplomachia

**Tactical Rules for Hoplite Battles
460 BC - 360 BC**

The Perfect Captain
2003
www.pfectcaptain

Updated for Hoplomachia Errata 1.0
And re layed out
for a DDWG Campaign
(C)

I would not say anything for a man nor take account of him
for any speed of his feet or wrestling skill he might have,
not if he had the size of a Cyclops and strength to go with it,
not if he could outrun Boreas, the North Wind of Thrace,
not if he were more handsome and gracefully formed than Tithonos,
or had more riches than Midas had, or Kinyras too,
not if he were more of a king than Tantalid Pelops,
or had the power of speech and persuasion Adrastus had,
not if he had all splendors except for a fighting spirit.
For no man ever proves himself a good man in war
unless he can endure to face the blood and the slaughter,
go close against the enemy and fight with his hands.
Here is courage, mankind's finest possession, here is
the noblest prize that a young man can endeavor to win,
and it is a good thing his city and all the people share with him
when a man plants his feet and stands in the foremost spears
relentlessly, all thought of foul flight completely forgotten,
and has well trained his heart to be steadfast and to endure,
and with words encourages the man who is stationed beside him.
Here is a man who proves himself to be valiant in war.
With a sudden rush he turns to flight the rugged battalions
of the enemy, and sustains the beating waves of assault.
And he who so falls among the champions and loses his sweet life,
so blessing with honor his city, his father, and all his people,
with wounds in his chest, where the spear that he was facing has transfixed
that massive guard of his shield, and gone through his breastplate as well,
why, such a man is lamented alike by the young and the elders,
and all his city goes into mourning and grieves for his loss.
His tomb is pointed to with pride, and so are his children,
and his children's children, and afterward all the race that is his.
His shining glory is never forgotten, his name is remembered,
and he becomes an immortal, though he lies under the ground,
when one who was a brave man has been killed by the furious War God
standing his ground and fighting hard for his children and land.
But if he escapes the doom of death, the destroyer of bodies,
and wins his battle, and bright renown for the work of his spear,
all men give place to him alike, the youth and the elders,
and much joy comes his way before he goes down to the dead.
Aging, he has reputation among his citizens. No one
tries to interfere with his honors or all he deserves;
all men withdraw before his presence, and yield their seats to him,
the youth, and the men his age, and even those older than he.
Thus a man should endeavor to reach this high place of courage
with all his heart, and, so trying, never be backward in war.

Tyrtaeus of Sparta

Translated by Richmond Lattimore
University of Chicago Press, 1955

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Preface

Why Another Set of Ancients Rules?

Ever since the Captain saw Battle Honours City State Greek 15mm figures, he had wanted to raise a Phalanx of them, and lead them off into tabletop mayhem. Some years ago, and one trip to Ol' Blighty later, he finally got his paws on some, although they remained naked of paint until he chanced to acquire Victory Game's "the Peloponnesian He had initially shunned the game as a solitaire game; a cheap copy at a convention made him take a chance, and he never regretted it. TPW is a bold and unique design, and he found that the two-player version perfectly captured the nature of that conflict; after many playing's, he knew the time had come to clothe those little Hellenes in acrylic paint, and attempt to re-fight some of the engagements.

But what rules should he use? He of course chose the most common set of Ancients rules available, which up to then he had used fairly regularly. Terrain was chosen, armies deployed, dice were thrown; and soon, all were put away, never to be used again in that configuration.

The battle was utterly boring.

What was to be done? The Captain could not bring himself to the terrible admission that Hoplite battles were tedious; they couldn't have been for those who fought and died in them. It must be the rules...well, he had no great attachment to them, so try another. He searched feverishly through his vast disorganised piles of rules, while at the same time re-reading Thucydides and Xenophon and their pals, and also seeing what the likes of Victor Davis Hanson and Nick Sekunda had to say on the matter; and soon he realized that he had a problem: he could not find a set which spiritually simulated Hoplite Warfare.

Spiritually, you say? As usual, the Captain was looking to capture not merely the mechanics, but the flavour and aroma of a specific era, a difficult trick for a set of commercial rules designed to be used for armies from 3000 B.C. to 500 A.D. or whatever. He wanted to recreate, using lead figures and dice, the same impression of Classic Greek Warfare that Hanson does with words in his "The Western Way of Warfare" replete with god-appeasing rites, emboldening paeans being sung, men nervously edging under their neighbour's shield, spears crashing through bronze, wood and linen, and sorrowful heralds asking to gather up their dead.

The only way to do this was to design a set of rules not for Ramses, Alexander, Caesar, or Alaric.....but just for Alkibiades.

I. Introduction

In Archaic and Classical Hellas (what Greeks call Greece), the Hoplite ruled the battlefield. While this dominance was eroded somewhat during the Fifth and Fourth centuries, his place was not usurped until Philip of Macedon crushed the Theban Sacred Band at Chaeronea (even then hoplites still lingered on for a time, but Victory found other champions). During their heyday, they were mainly an amateur force (except for the Spartans, of course) who mustered when they were needed; although some fought in campaigns every year, professionalism and training affected only a few, until the end of the 2nd Peloponnesian war, when mercenary bands were becoming commonplace.

These rules are an attempt to simulate accurately the battles of Classical Hellas during the era of transition from the somewhat ritualised, formal combat of largely amateur citizen armies to the battles of full-time professional soldiers and mercenaries. In terms of scope, The Captain feels that these rules can comfortably be used for any engagement up to approximately 10,000 men a side. The larger battles of this era, such as Cunaxa, The Nemea, and those arising from the campaigns of Dionysius I of Syracuse, probably fall outside the parameters of these systems. They were primarily designed to recreate the relatively minor (approximate. 1000 to 5000 Hoplites a side) though plentiful encounters and expeditions of the Classical Age.

This first instalment will focus on the armies of Greece beginning at the First Peloponnesian War up until the Rise of Philip of Macedon. One might legitimately ask: how could a rule set about hoplite warfare not cover the glorious days of the Persian Wars? The reason for this is simple- even though fashions in hoplite appearance steadily changed during the era starting in the Archaic years down to Hellenistic times, the Captain has found that his own armies' appearance (particularly his Spartan one) falls roughly into the stated time period. As for the cut off date of 360 B.C., we did not wish to include newer Macedonian styles of warfare; hence the chosen time period. The Captain is sorry if anyone's favourite battle has been excluded, but will not lose any sleep over it, since he does not currently own a full Early Achaemenid Army, or any Macedonians either; so Tough Beans to those who do! However, for those of you who are more enterprising, they should feel free to design cards and rules for any troop type that they feel is lacking, and pass them on to us. If we think they make sense, and we're not too busy, they will be issued in a supplement, with proper credit appended.

One thing further- it is understood that these rules are aimed at the more seasoned gamer, who can usually get his mind around the somewhat arcane rules that we've devised. Newcomers to the hobby may have a better time with some of the more readily available (and more heavily play tested and streamlined!) sets of commercial rules. As for you Philhellenes out there... we hope you enjoy the following pages... we tried to write them for you.

Designers Notes and Overview

As most of you who are aware of the Perfect Captain's approach know, we tend to favour rules and systems which give the players a particular flavour for a specific era of military history. Having long been interested in Classical Greece (our beloved Captain has a good measure of Greek blood in his veins), and having found no rules extant that satisfy him and his cronies, we have longed to do a treatment of Hoplite battle for many years. This present game set has been in development for at least three years, and during that time, many of its systems and ideas have been "raided" by us for our other games, specifically IronBow and a few ideas in the Spanish Fury system. However, much of Hoplomachia is new, and some players may find its elements confusing in their complexity, and question the need for this level of detail. Why so many cards, rules on sacrifice, movement modes, and multi-stage melee resolution? The Captain hopes that the following sections will go some ways for explaining our particular choices.

Unit Types

Hoplite armies of our era tend to favour few troop types when translated into most miniature gaming systems. This is mostly due to the necessity of most commercial game sets to cover a myriad of armies, strewn across a dozens of theatres and historical eras. When one army, theatre, and era are focused upon, we see that an opportunity presents itself for a real examination of variations in what is usually one monolithic classification of soldier- the Greek Hoplite. After all, if we viewed the Hoplite amongst a cloud of other heavy infantry from what is called the Ancient era, the differences are quite apparent without much scrutiny. But when viewed alone, amongst a group of his fellows, we might look closer to see many differences; For example, some from richer city states might have more or better armour, or greater experience in campaigning, and therefore less fear of archers, and greater cohesion in dire circumstances. While historical accounts do not always enumerate these differences, many of our conclusions about troop quality come from having analysed their performance in virtually all the battles of that era, and within the context of the preceding and following eras as well. We are fortunate in one aspect of the Classical age- virtually all its historians, playwrights, orators, philosophers and poets had probably served at one time as an infantryman or a cavalry trooper (or, in some cases, even a general), and that all who heard or read their words had similar backgrounds. It was a time of veterans writing mostly about war, to veterans. This level of common war experience has probably never been surpassed by any other time, including our own age. With all that witness, it is not hard to confidently come up with a fair picture of differences in quality of all the main belligerents. Players should also know that we did not simply make variations because we needed to pad out a number of troop types; it took some time, and significant effort to cull the herd of cards to the size it is today.

One might notice that in the case of light troops types, and some cavalry, there is more generalizing about quality. This is more or less reflected in the historical record, as very little space is devoted in most histories to the activities of light troops, particularly in the fifth century, so it is harder to come to conclusions about them. As for cavalry, there is more detail, but there are few cases, outside of Xenophon's works, where their activities are clearly detailed.

A further short note on Xenophon; while his merits as a historian are debatable, his knack for relating the minor but illuminating details about the daily life in a Hellenic Army has been most valuable to us in the creation of these rules. The Captain encourages everyone out there to find a copy of his *Anabasis* (sometimes known as *The March up Country*) - it's a treasure trove of information on the life of your average Greek mercenary, let alone a terrific yarn.

Arete and Andreia:

"You are well aware that it is not numbers or strength that bring the victories in war. No, it is when one side goes against the enemy with the gods' gift of a stronger morale that their adversaries, as a rule, cannot withstand them"

"...if our intention is to rely upon our arms, and not only to inflict punishment upon them for their past deeds, but henceforth to wage implacable war with them, we have--the gods willing - many fair hopes of deliverance."

As he was saying this a man sneezed, and when the soldiers heard it, they all with one impulse made obeisance to the god; and Xenophon said, 'I move, gentlemen, since at the moment when we were talking about deliverance an omen from Zeus the Saviour was revealed to us, that we make a vow to sacrifice to that god thank-offerings for deliverance as soon as we reach a friendly land; and that we add a further vow to make sacrifices, to the extent of our ability, to the other gods also. All who are in favour of this motion,' he said, 'will raise their hands.' And every man in the assembly raised his hand. Thereupon they made their vows and struck up the paean."

- Xenophon, *The Anabasis*

There seemed to be a ritualistic or at least customary sequence to the way that armies and their commanders built up the confidence of the troops; sacred rites, rhetoric, singing, even breakfast had their roles in emboldening the men until the moment of contact. The main

factors in play when phalanx met phalanx where courage, fear and cohesion; every aspect, ritual or accidental, of the build up to the fateful crash of shield and spear was used to summon up courage, defy fear and, at all costs, to maintain cohesion. Once the enemy was engaged, the average soldier was assaulted not only by his human adversaries, but by his own senses as well; the noise, the smell of sweat and freshly spilt blood, and the shoving from all sides told him more of the course of the battle than any birds-eye view could. If disorder or wavering was felt in the press of bodies, it usually meant that flight was imminent; and it was in the rout that most were slain. While the phalanx was intact, they were all safe; even the psiloi and the cavalry had something to hide behind if need be.

To simulate this, two systems have been used: *Arete* and *Andreia*.

Andreia is a Greek term for the ideal character that a man (andros) could show on the field of battle; it seems to be a combination of prowess and courage. This is expressed in terms of a number which is rolled against in certain situations, to find out if a unit is “man enough” to endure or even overcome whatever manifested itself on the battlefield.

Andreia is furthermore affected by the *Arete* Rating, which is the current tactical position or confidence of the entire army, although focusing on the prestige troops in an army, usually though not always Hoplites, expressed as one of four Greek letters:

H (eta) - Eager, Φ (phi) - Firm, Y (upsilon) - Unsteady, Σ (sigma) - Shaken. These Ratings (which apply to the army as a whole, including non-Hoplites) and the *Andreia* number (which apply only to individual units) modify each other and together, can be the deciding factors in determining the outcome of the battle.

Arete is “accumulated” during the early parts of a battle, mainly through artificial, Strategos- orchestrated events, and usually “lost” as an army experiences negative events during the course of the engagement.

Movement and Belos

Meanwhile the Aetolians had gathered to the rescue, and now attacked the Athenians and their allies, running down from the hills on every side and darting their javelins, falling back when the Athenian army advanced, and coming on as it retired; and for a long while the battle was of this character, alternate advance and retreat, in both which operations the Athenians had the worst.

Still as long as their archers had arrows left and were able to use them, they held out, the light-armed Aetolians retiring before the arrows; but after the captain of the archers had been killed and his men scattered, the soldiers, wearied out with the constant repetition of the same exertions and hard pressed by the Aetolians with their javelins, at last turned and fled, and falling into pathless gullies and places that they were unacquainted with, thus perished, the Messenian Chromon, their guide, having also unfortunately been killed. A great many were overtaken in the pursuit by the swift-footed and light-armed Aetolians, and fell beneath their javelins; the greater number however missed their road and rushed into the wood, which had no ways out, and which was soon fired and burnt round them by the enemy.

- Thucydides, *The Peloponnesian War* 3.97-8

Most of the archery fire in this era was not of the type that could eradicate large numbers of soldiers, unless they were routed or trapped in terrain that they couldn't get out of. In general, archery, sling and javelin fire could gall even heavily armoured infantry, goading them into sending their more lightly armed and younger members out in the hope of dispersing their adversaries. It could also keep other less shielded lights or cavalry at bay for as long as their ammunition held out. Therefore, we have not allowed ranged fire to produce a kill, but could route almost anyone, or at least sap their will; but even the near worthless Hellenic Psiloi can easily kill in the pursuit of routers.

Epidromos and Othismos

At length the opposing lines were not three or four stadia apart, and then the Greeks struck up the paeon and began to advance against the enemy. And when, as they proceeded, a part of the phalanx billowed out, those who were thus left behind began to run; at the same moment they all set up the sort of war-cry which they raise to Enyalios, and all alike began running. It is also reported that some of them clashed their shields against their spears, thereby frightening the enemy's horses. And before an arrow reached them, the barbarians broke and fled. Thereupon the Greeks pursued with all their might, but shouted meanwhile to one another not to run at a headlong pace, but to keep their ranks in the pursuit.

- Xenophon, *The Anabasis*

There is much scholarly debate on the actual form and characteristics of hoplite close combat. Generally the two camps can be defined as follows, more or less; one, that hoplites kept some space between their ranks as the first few stabbed into and around their opponents shields, with rear ranks mainly feeding in men to replace those that fell in front; and two, that while there was stabbing in the front ranks, all the ranks pushed their fellows before them in a sort of rugby scrum, attempting to bowl over their opponents. In general, the Captain accepts the latter view as being more plausible in the light of the historical record, and has tried to create a system of close combat which reflects this model. It is for this very reason that the melee system is somewhat unusual. As we tried to work out the different factors that would determine the course of a melee (the speed of the charge, the morale of the troops, the cohesion of the shield wall, the physical strength of the actual men in ranks, etc.) we realized that instead of synthesizing all these factors into a single calculation (as we have done in other rule sets) we would leave some of this process intact for the players to run through. We felt that this would give them more of the feel for the actual charge to contact (epidromos - "to run upon or over"), with all the detrimental and helpful effects that it brings, the crash of spears through the wall of shields, into the very bodies, and finally into the last shred of willpower and determination of the men themselves, all in the hope of crushing their enemies underfoot in the first moments of contact. Then, if the opposing walls stood, the mass-shoving (othismos) would begin, using in some cases different factors to modify this, such as any ground given or the weight of extra ranks, and even the Strategos' timely request for "one foot more!"

Due to the fact that some aspects of hoplite warfare were homogenous and uncomplicated, we felt that players would not begrudge us a little extra rolling and calculating. Once this system was in place, it only took a little bit of modification to also include the activities and distinctiveness of light troops and cavalry.

II. Glossary of Greek terms:

The Captain knows that it's hard enough to learn a new set of rules, let alone a new language. However, in an effort to capture the flavour of the Classical Era, some Greek military terms have been retained where possible, and where they are known. Many of these terms had multiple meanings in their own times, and may have varied somewhat from those given below; so Greek Scholars, while you can feel free to send your opinions and corrections in to the Captain's web page (where they are gratefully welcome) please remember that some generalization has been allowed for clarity.

Andreia (ahn-DRAY-a):	unit morale
Arete (ah-REE-tee):	Army Status
Artisbara: (Persian)	"spear-bearers"; Persian guard units
Ataktes (AH-tak-tez):	"ill disciplined", in this case, inferior hoplites
Atomenos (ah-TO-me-nos):	the Loser of a battle
Belos (VEL-os):	missile
Ekdromoi (EK-dhro-mee):	hoplite skirmishers
Epidromos (eh-pee-DHRO-mos):	"to charge upon"- the charge
Epilektoi (eh-pee-LEK-tee):	picked or permanently embodied hoplites
Hamippos (ha-MEE-pos), hamippoi (ha-MEE-pee):	light troops who run alongside cavalry in support, sing/pl
Hegemon (HEH-je-mon):	Overall Commander
Hetairoi (HEH-te-ree):	"companions"; used in this case for noble horse guards
Hieres (HYEH-rez):	Formal Sacrifice before battle.
Hippeis (hi-PEE-iss); Hipparchos (HIP-ar-khos); Hipparchy (HIP-ar-khee):	Cavalry, Cavalry Brigadier, Cavalry Brigade
Hippotoxotes (hi-po-to-KSO-tez):	horse archers
Ile (EEL-eh); Iilai (EEL-ay) Iliarch (EEL-ee-ark):	Cavalry Unit, (units), Cavalry Commander
Katastrophe (ka-TA-stro-fee):	Breaking of a major unit
Lochos (LOE-khos), lochoi (LOE-khos):	Small unit sing/pl.
Misthophoroi (miss-THO-fo-ree):	"those who work for pay"; in this case, mercenary hoplites
Nike (NEE-kay):	declared victory
Niketer (nee-KAY-ter):	The Winner of a battle.
Othismos (OWE-theez-mos):	"shoving"-melee
Paeon (PAY-an):	a hymn; sung during the approach to an enemy
Peltastes (pel-TASS-tez):	Infantry armed with javelins and "pelta" wicker shield, and sometimes long spears & light armor.
Psiloi (psee-LEE):	Skirmish-only infantry armed only with javelin or rocks
Rhetoria (ray-toe-REE-ah):	the art of speech making, used to harangue troops before the battle
Salpinx (SAL-pinks):	Trumpet used for signals
Sparabara: (Persian)	"spara" carriers- mainly archers, but with first few ranks armed with spear and pavise (spara) in Persian armies.
Sphagia (SFA-ghee-yah):	"bloodletting" quick sacrifice just before the charge
Sphendonetes (sfen-doe-NEE-tez):	Slingers
Strategos (STRA-the-ghos), Strategoi (STRA-the-ghee):	a General, sing/pl.
Takabara:	"Taka" carriers- close order troops with javelin, bow and light shield (taka) in Persian armies.
Taxis (TAK-siss), taxeis (TAK-seess), Taxiarch (TAK-see-ark):	Regiment, sing/pl., Regimental Commander
Toxotes (tock-SO-tez):	Bowmen

Pronunciation: Erasmian or Modern?

The phonetic pronunciations following each word in the list above are those which a modern Greek would use, even if a particular word is no longer used in modern Greek. Most Greek linguists of an English background tend to favour the “Erasmian” pronunciation as being closer, in their opinion, to what the ancients sounded like. Of course, if the Captain would use the Erasmian pronunciation around his Mom, he could expect a number of frowns and confused expressions, and maybe even a twisted ear...and he’d deserve it, too.

The Erasmian pronunciation guide is included for those whose tongues can’t manage to get the **correct**, er, I mean, **Modern** pronunciation right.

A few notes on the modern pronunciation above:

“CH”, which I’ve rendered as “kh” in the phonetic, should sound something like the “och” in the Scottish “loch”. Or even the “x” in the Spanish pronunciation of “Mexico”.

“G”, when I have rendered it as “gh”, the “g” has a softer sound, sometimes spoken as “y” in “year” or sometimes almost as in the Arabic pronunciation of Baghdad. Also may be hard, as in “gurgle” but not like “gender”.

“D” which I have rendered as “dh” is like the th in “this”.

III. Epochs

Certain troop types, tactics and rules may only be valid within certain eras during the “Classical” age, due to the steady evolution that the military arts were experiencing. These time frames are general, and a greater explanation and analysis will be found in the Katalogion. These are each somewhat arbitrarily named after military figures who may be thought to be most characteristic of their age (though perhaps only living during part of it). They betray a certain Athenian bias.

1. Kimonean	(after Kimon or Cimon of Athens)	460-440
2. Periklean	(after Perikles of Athens)	439-421
3. Alkibiadean	(after Alkibiades of Athens)	420-404
4. Agiselaian	(after Agiselaus King of Sparta)	403-372
5. Epaminondean	(after Epaminondas of Thebes)	371-360

Symbols denoting these epochs will be found in various places in the materials supplied with these rules. A small table on the Quick reference sheet defines these symbols.

IV. Scale. Troop Types and Depiction

Scale:

Each inch on the game board is equal to approximately 30 paces. Six inches is equal to about one Ancient Greek Stade (plural - stadia).

General Troop Types and Depiction:

Classical terminology for tactical organization, manoeuvres, troop types and command structure is rather difficult to nail down judging from contemporary documents and modern scholarship; therefore some generalization has been necessary in order to create a coherent set of rules. Nitpickers (amongst whom the Captain would be found in the front ranks), you have been forewarned.

There is further definition of specific troops in the section on Unit Cards, at the end of "The Armies of Hellas".

N.B. All stands should have the same frontage, though depth may vary. DBA and DBM basing would, for the most part, work fine with these rules.

Note on the Taxis and Lochos, the group and the stand. In general terms Taxis and Lochos are used for disciplined infantry troops; but not for undisciplined ones, which use the terms groups and stands. However, when in the rules the Taxis and Lochos are mentioned alone, they can be thought of being synonymous with groups and stands respectively, unless specifically mentioned as otherwise.

1 Hoplites

A. Hoplites are close order heavy infantry, armed at the minimum with a spear and an *aspis* or *hoplon*, a large round shield. They were usually (but not always) also armed with a bronze helmet, and sometimes some form of body armour. They were the main type of soldier for the Greek city-state in the Archaic and Classical eras.

The basic organizational unit of hoplites is the Lochos: normally 2 stands of 4 hoplite figures each, arranged in 2 ranks. Some troops, notably Syracusans and Boeotians, and particularly Thebans, may have a number of extra ranks. Non-Boeotians may increase depth only if constrained by space during deployment.

Two stands are chosen in order to be able to show if a lochos is in close, march or disorder. In reality, most lochoi formed up in close order in about 8-16 ranks (Thebans were known to have used as much as 50!), and could have been made up of about 200-350 men. In HOPLOMACHIA, numbers are abstracted for the sake of playability and tactical clarity.

(Each Lochos would be commanded by a *Lochagos*, who has no effect on play; he may be named for colour only).

B. Furthermore, Lochoi are organized, either by nationality in an allied army, or by tribe in a homogeneous army (citizens in most city-states were divided into tribes, which were usually reflected in their military organization) into TAXEIS: a Taxis can have from 1 to 5 Lochoi, generally deployed in line in base-to-base contact. Orders are applied at the Taxis level of organization.

Each Taxis is commanded by a *Taxiarch*, who is always located in the rightmost lochos of a taxis. He only serves as a location point for when verbal orders are issued to a specific taxis (measured from the hegemon to the Taxiarch's lochos) and need not be named or rated.

C. All Taxeis in a Hellenic army are considered part of the PHALANX, which is the whole muster of Hoplites available, and are usually deployed in a continuous line, with the best or highest-ranking troops to the right. This was normally the most effective setup, as the army with the longest Phalanx had the advantage; but individual Taxeis may operate independently of others if necessitated by terrain or circumstance.

The Phalanx, and indeed the entire army that it is a part of, is commanded by a *STRATEGOS*, equivalent to a General. In many cases, an Army might be led by two or more Strategoi; usually, each Strategos will be in command of a taxis or groups of taxeis, or

perhaps of all the Cavalry. Whatever the case, one Strategos is placed in overall command as the *HEGEMON*, and will customarily be located on the right, with the troops occupying the place of honour. Strategoi are important in the command structure of the game.

2. Peltastes

- A. **Disciplined:** All peltastes are armed with primarily throwing javelins and shields (*pelte*). They are mounted 3 to a stand. Those which are rated as disciplined (either mercenaries or the spear armed, heavier peltastes, perhaps a lesser king's own companions) are arranged in lochoi (as Hoplites are) of 2 stands in depth. If mercenaries, they are also commanded by a *Taxiarch*, in TAXEIS; if Tribal, they are most probably commanded by a Chieftain or lesser King. A disciplined peltaste lochoi is roughly equal to 200- 300 men.
- B. **Tribal:** Tribal (usually Thracian) Peltastes are organized in groups which can contain from 1 to 4 stands, usually representing the warriors of a village or group of villages, under the control of a tribal Chieftain. They can choose whatever formation they wish. Each stand is roughly equal to about 100-200 men.

3. Psiloi

- A. Psiloi were often made up of the lower, poorer, classes of Greek society, although the troop type is broad enough to include unshielded javelin men, trireme rowers, slaves, and camp attendants. They can be armed with a variety of weapons, usually light javelins and rocks, and were of dubious fighting ability, although their tribal counterparts can be considered to be somewhat more ferocious. They are organized in groups of 2 to 6 stands. They are considered mostly unshielded, and are mounted 2 to a stand. Each stand is equal to about 100-200 men.

4. Toxotes & Sphendonetes

- A. Hellenic, Thracian, Barbarian: These are all organized as psiloi are.
- B. Mercenary: The same as others, but if players wish to show their greater discipline, they may use more regular poses, or add one figure per stand.
- C. Persian "Psiloi": Actually light archers and slingers mixed together, and are depicted either 2 or three to a stand (or both) as the players choose.

5. Artisbara, Sparabara, Takabara, and Kardakes

- A. These are heavy unit types of the Persian army. Artisbara units would be armed throughout with spear, shield and bows, arranged in lochoi of in 3 stands (4 figure to a stand). Sparabara are also to be portrayed as lochoi of 3 stands, the first shielded (4 to a stand) and the rest with bows (3 or 4 to a stand); these would represent roughly 300 to 500 men per lochos. Takabara would be comprised of 2 stands of shielded spear or javelin men (3 or 4 to a stand). Kardakes are the Persian version of the hoplite and are arranged in the same fashion, lochoi of 2 stands (4 to a stand).

6. Cavalry

- A. **Hellenic Cavalry:** For any Greek City-State or Confederation, excluding Thessaly, the organization is as follows: a cavalry ILÉ is made up of 2 stands of either 2 or 3 Cavalry figures, arranged in 2 ranks. They are commanded by an *Iliarch* (*just for colour*). Furthermore, 2 to 4 ilai may be grouped together as an HIPPARCHY, under the command of an *Hipparch*, under the same rules as a *taxiarch*. Each Ilé is equal to about 100 troopers.
- B. **Thessalians:** While Thessaly was also considered a part of Greece proper, it had, by virtue of its large plains, developed a finer breed of cavalry; faster, more manoeuvrable, and more numerous, they deserve some distinction from the rest. Thessalian ilai are represented as 4 figures on a double size stand (same frontage, double depth) in rhomboid formation. Although this may be a development of a later era (Jason of Pherai's reforms) there is some evidence that the practice was adopted much earlier; regardless, it will serve well to show the advantage the Thessalians had achieved (and will prevent re basing for the later era). Thessalians use the same terminology as other Hellenic Cavalry.
- C. **Macedonian & Thracian Hetairoi:** These also are represented on a double stand, although only 3 figures are needed, and in a wedge formation. Macedon was ruled by a King, and his cavalry (made up from the Macedonian nobility) can be referred to as Hetairoi

(companions), and may be formed up into Hipparchies of 2 to 4 ilai. Thracians are organized in a similar fashion.

- D. **Light horse and Hippotoxotes:** these troopers would be faster and more manoeuvrable in open, and adept at hit and run warfare. They would be mounted 2 to a stand. Hippotoxotes may even have a few single figure stands amongst them, just to break up the regularity.
- E. **Hamippoi:** Hamippoi are not cavalry at all, but rather specialist psiloi who run along behind cavalry grasping the horses tails, 1 stand per ilé. They get +1" added to their move while attached to their cavalry, although the cavalry cannot move faster than 7" per turn. Only Syracusans, Boeotians, Thessalians, and later, Athenians and Lakonians are allowed them in our era. While they may be represented by any psiloi, they do not carry ranged weapons.

Other Types & Markers

- A. **Baggage Elements:** These can be in a myriad of forms, either a group of civilian figures, wagons, porters/slaves, or even a flock of sheep. Whatever players have at hand.
- B. **Scythed Chariots:** These would be represented by a single chariot model on a stand of any size.
- C. The following types are included in the counter mix; but if the players wish to have figures to represent them, here are a few guidelines.
- D. **Ekdromoi:** these would be represented by single hoplite figures on a small stand, either a square or round one if wished. As frontage is not an issue with markers, no size of stand is required.
- E. **Mantis:** a hoplite figure, armed with a knife or sword, either leading, standing over or stabbing a sheep in the neck.
- F. **Salpinx:** an unarmed or an armed man playing a trumpet. May be a double flute player to represent a Spartan (They used the Salpinx as well, but we can allow a little variance for colour).
- G. **Herald:** usually depicted with a distinctive cap and a wand, as the god Hermes is usually shown. Players will probably need to do some conversions, unless an enterprising figure manufacturer steps up to help.
- H. **Arete Level markers:** The Captain uses a single hoplite figure for each level, with the appropriate Greek letter painted on his shield. One set is supplied for both sides.
- I. **Trophy:** What's a victory without a trophy? Should be depicted as a set of good Hoplite armour and weapons, either nailed to a tree-stump or a pole. Should be arranged as they are worn.

V. Generating Battles

In general, the Captain prefers battles that arise as a result of a campaign game, or an attempt to re-fight a historical battle; furthermore, he abhors points-based, list-generated games as running counter to the concept of Historical Miniature Wargaming. However, the hobby does not bow to our Illustrious Captain's whims (pity) and sometimes a generic, one-off battle is desired. The following suggestions are meant to provide for this event. Of course, nothing prevents players from simply scraping together what figures they can, and playing a one-off battle...if that's the case, skip over to Setting Up.

In many historical eras, field battles were often avoided and even feared as a ruinously wasteful stratagem, a last resort. Greeks seemed to think otherwise throughout this era (particularly up to the end of the fifth century); they seemed to prefer to settle their conflicts in a quick open battle than to use slower, strategic means (sieges and blockades). Pericles' strategy for the Peloponnesian War is a well-known example of the transformation in Greek military thought which began in his time and reached full maturity in the Hellenistic era. The reason for the change perhaps stems from the fact that citizen armies were mostly made up of farmers, who had an eye on their own sowing and harvests. Soon mercenaries became more widespread, and constant, and near total warfare became common, culminating in the experience of Alexander and his Successors.

One can discern certain patterns to the way Classical Greek generals chose to give battle, and often one can see the same types of engagements re-occurring, and often in the same locales (Thermopylae, Coronea and Mantinea, for example), often determined by the rugged terrain around the Aegean. We have endeavoured to simulate this with the following types of battles, within the framework of the chosen Strategic Model.

Procedure for the generation of Random battles

Determine “Invader” and “Defender” by agreement between players. The Invader tends to be the larger force. Both sides choose what their main nationality will be, and either choose a battle Situation or roll randomly for one on the Situation Chart. To do this, simply choose the Strategic Model that you have both decided on (depending on the size of army that you both have at your disposal) and roll 2d6. This will give you the situation with parameters for your battle.

A. Strategic Models - players may choose from one of the following:

1. **Border Dispute** - two single city-states in conflict over the same old piece of real estate.
Army sizes: Small - Medium
2. **Civil War/Revolution** - Larger city interferes in one of their satellites’ or colonies internal conflicts.
Army sizes: Small - Medium
3. **Anabasis** - Hellenic army attempts to pass through barbarian or uncivilized country.
Army sizes: Small - Large
4. **Hegemonic War** - Two great leagues at war for predominance over all Hellas.
Army sizes: Medium- Large

2d6	Border Dispute	Civil War/ Revolution	Anabasis	Hegemonic War
2	A	A	F	A
3	B	D	A	B
4	A	G	H	D
5	H	H	B	G
6	A	A	C	H
7	A	E	B	H
8	B	F	H	H
9	D	D	B	E
10	D	H	C	F
11	H	B	A	C
12	F	F	F	A

Situations

A. Raiders:

Larger Invaders has Light troops engaged off-board (enter later) in destroying crops, while Hoplite force enters in march order; Smaller Defenders has less Hoplites, but more Cavalry and Lights.

Size: Defenders one level less than Invaders.

Type: Encounter.

Terrain: Broad board: 25% Enclosed Farmland 25% woods and/or hills, the rest Open Fields, with at least one road leading from one Home board edge to the other.

Objectives: Standard victory.

B. Forcing the Pass:

Larger Invaders attempt to invade an enemy’s territory, but are blocked by a smaller force who make their stand in a narrow pass, behind a quickly erected palisade, or a low rubble wall.

Size: Defenders one level less than Invaders.

Type: Encounter or Ambush(defenders do not enter, but set up secretly, and are revealed only once the enemy has entered).

Terrain: Long Board: 50% Hills and Forest, arranged towards neutral board edges, making a valley or pass running from Home edge to Home edge. Defenders may erect palisade or low wall at their edge of the metaichmion. An impassable waterway may be substituted for the difficult terrain along one neutral edge, if desired.

Objectives: Invaders must exit enemy board edge to win. Defenders must stop them.

Variants: The Gauntlet - As above, but no wall or palisade, forces equal, and defender predominantly lights. A little more challenging for defender. To make it more challenging for the Invader, have them skip Pre-Battle Arete (to simulate demoralized, starving troops on long march through enemy territory).

C. Dead End:

Invading hoplite force is seeking to forage in/punish a small mountain village, gets trapped in a small valley/gorge, and are surprised by light troops attacking from cover, high ground.

Size: Equal.

Type: Ambush (Invaders skip Pre-Battle Arete)

Terrain: Long board-50% Hills and Forest arranged along Defender and Neutral board edges. Defender has palisaded village in his Friendly areas (village should be no more than 12" x 12" in area).

Objectives: Winner is player who unassailably holds the town at the end of game.

D. Sallying Forth:

A city's hoplite contingent emerges from their gates to seek the contest of arms with a demonstrating/besieging force.

Size: Equal.

Type: Arrayed

Terrain: Broad Board: 30% Enclosed farmland, the rest open; at least one road leading of Defender's board edge (through the "gate"). Most if not all of Defender's board edge is considered a city wall, lined with Urban psiloi, and with a 3" section being the "gate". Friendly troops may only enter and exit from this section of their board edge.

Objectives: Standard Victory. Exception-any turn that a defender enters or exits through the gate, any Invaders thought to be within reach may attempt to charge the gate and pry it open. If they reach it, roll 1D6: 1,2 = door shut in faces/ 3,4 = door held open one turn (may roll again next turn, until at least 4 lochoi enter, which means the door is secured open)/ 5,6 = doors shut behind invaders, and they are slaughtered like penned sheep! (if less than four lochoi).

E. Inside the Walls:

The walls around most city states being a very loose fit, battles could often occur between forces within a city.

Size: Equal.

Type: Arrayed

Terrain: Long Board: 30% Enclosed farmland, 20% urban areas (mostly favouring defender); One or both neutral edges is a wall, and impassable except at a "gate" (see D. above).

Objectives: Standard victory. *Optional Exception:* Major Victory if one side completely routed from board (left the city). Minor Victory: if enemy still is left in possession of the Acropolis at the end of battle (i.e. the victors don't risk another assault on it).

Variants: For the truly ambitious, defender may also include an "acropolis" - a raised area accessible only by a ramp, with at least a temple atop it. All edges are considered cliffs, and anyone routed or pushed back beyond a cliff is considered eliminated.

Note: trophies seem not to be placed within a city's walls. Consider all panoplies displayed in home city's temples.

F. The Fortified Camp:

A smaller force (Defenders) has erected a small fortification (usually around an outlying temple precinct, for example) near an enemy city, to watch for possible revolts, runaway slaves, and the chance to keep the local farmers from bringing in the harvest; the citizens have had enough, and assault it.

Size: Defenders one level less than Invaders.

Type: Arrayed (But Defender need not reveal dispositions until start of game).

Terrain: Long or broad board. 20% Enclosed farmland, 10% Hills/Forest. Defenders start in fort (palisaded temple grounds, though may be same as village in C. above) in friendly zone of board.

Objective: Side which controls fort, wins.

Variants: Defenders are isolated on island hilltop in centre of board. Terrain 60% Hills (mostly one big one in centre of board, and a few smaller ones grouped around) 10% beach, the rest sea. Hilltop may have only a small fortified position, only a few, gapped low walls, at most.

G. Amphibious Assault:

Invaders wade in from the surf, Defending shadow force enters to attempt to crush their enemies before they establish a beachhead.

Size: Even, but not for large armies.

Type: Encounter (both enter)

Terrain: Broad Board: 30% Hills/Broken Ground. All this terrain must be set up on defenders half of the table. Invader board edge- first 8" is considered surf, next 12" is considered beach. Invader enters the board at the rate of 2d6 lochoi per turn; all enter disordered.

Objective: Standard Victory.

H. Set Piece:

"Typical" Hoplite battle from Archaic times on; both sides have found a suitable piece of open level ground to thresh out their grievances.

Size: Equal.

Type: Arrayed

Terrain: Broad board. 20% enclosed Farmland. The rest is open. One flank may be secured by impassable waterway, on agreement of both players.

Variants: Weaker force may defend low ridge, or may be behind stream.

Objective: Standard victory.

Notes:

Type:

Ambush: all or part of defender may setup hidden in his friendly zone or in the metaichmion. The Invader enters the board in march order.

Encounter: both enter from respective board edges in march order.

Arrayed: Both may set up simultaneously. After this is complete, each may redeploy one taxis.

Terrain:

Metaichmion: zone in middle of the board, at least 4 stadia, or 24" deep. Usually considered a "no-man's land". Unless specifically allowed by a situation, no troops of either side may set up in this area.

Long or Broad Board: alignment of the table top between the players. For example, a Broad alignment of a 6' x 4' board would have the 6' edges as "home" ones (directly in front of each player) and the 4' edges as neutral. A Long board would have the 4' as home and the 6' as neutral.

Percentages: The amount of board surface that should be covered by a given terrain type (see Choosing Terrain. Page 15)

Objective:

Standard Victory: One player (Atomenos- Loser) has his army reduced below “Shaken” in Arete, and does not control the Battlefield Dead; The other (Niketer - Winner) has control of the battlefield and its Dead. The loser must present his herald and ask for his dead back [See Nike. Page 38.](#)

Setting up the Battle:

- a. **Choosing Terrain:** Some types of battles have a general terrain configuration that is required; other types of battles have more leeway. Players are directed to follow the broad guidelines in each situation for the deployment of individual terrain pieces, but to use whatever system that pleases them best for the mix and order of placement. Generally, a board can be divided into 1’ squares on a piece of paper, roughly delineating the percent and locale of areas that need covering. Pieces can then be placed out fairly and in mutual agreement, giving some advantage to defenders where necessary for a balanced or more challenging game.
- b. **Deploy Troops:** this varies depending on whether the battle is a Arrayed battle, Encounter, or Ambush, which will also somewhat determine what Army Formations and Battle Plans are available to each player. Deploy troops accordingly.

VI. Pre-Game

1. The Army Formation & Battle Plan.

Once the Situation has been determined, and any set-up requirements fulfilled, both players must choose an Army Formation and Battle Plan.

- The Army formation is the specific positions that units must take in relation to each other, and is determined by that army's national style (found on their army generation lists), the terrain, the size and the unit composition of the army, and the Strategos' abilities and preference. There are set Army formations that may be chosen from, which allow some variance in the set up. The army may start the battle in a different setup, but will attempt to assume the prearranged formation once the Muster signal has been given.
- The Battle Plan is the Strategos' scheme for achieving victory with the chosen formation. Each one available to be chosen from will allow a certain amount of latitude and discretion by the various Subordinate Strategoi, taxiarchoi, and iliarchoi. The battle plan is not there necessarily to prevent commanders from certain activities, or to prevent the Strategos giving special Verbal orders, but to give them a framework for understanding the signal that might be given. Players may wish to make a small diagram with the army formations and stations.
- In general, all formations will have "stations" or relative positions, for "Core" units (usually the stronger and heavier melee troops in an army) and "lights" (usually swifter, belos capable troops).

2. Traditional Army Formations:

Battle Phalanx

Typical formation for hoplite dominated armies in set-piece battles. Hoplites in a long unbroken phalanx, with psiloi stationed in front (until recalled, when they'd take their places behind the taxis' they came with, or on the flanks with the peltastes and hippeis). Peltastes, other belos troops, and hippeis may deploy equally or unequally stationed on the flanks, or in front.

Variants: See katalogos for each nationality's variants

Divided Phalanx

Used when terrain prevents a solid phalanx to deploy. Hoplite taxis and lights will be grouped into divisions, with more autonomy (see divided formations in Order Parameters) and also if attacking a static defensive position (i.e. a surrounded force on hilltop, or a palisaded village or fort).

Marching Square (or Column)

Usually used in Encounter or Ambush situations by armies which start on the move. This would be with some form of baggage elements stationed in the centre, with taxis of hoplites in front, behind and on the flanks of them. Light troops can be on the outside and attached to each hoplites taxis, and/or forming advanced and rear guards, along with any hippeis.

If constrained by space, or having too few units to form a convincing square, may be in the form of a column or partial square, but at least attempting to shield the baggage elements.

Note: players controlling Hellenic armies can signal their forces to assume a "Battle Phalanx" from this formation upon a "muster" salpinx call (forming up in relation to the hegemon; therefore, a configuration of a Battle Phalanx should be drawn up before the start of the game, should the need for one arise. A further Muster signal will cause the army to resume the Marching Square formation.

Dispersed (Ambushers only)

Usually used by an army predominantly made up of light troops; individual taxis are distributed in hidden, covered positions, awaiting invaders who they hope will blunder into the midst of them.

3. Traditional Battle Plans:

Frontal Attack

The Hegemon plans to use simple brute force to overwhelm his enemy. Preliminary skirmishing is allowed, to attempt to gain a few Arete points, but eventually his melee troops will have to rush in and smash their foes. Standard tactics from the Archaic era.

Envelope 1 (2) Flank(s)

As the most vulnerable part of the Hoplite phalanx was the unshielded flank or rear, and hoplites tended to drift to the right anyway's, the attempt to turn a flank was very common during the Classical era. It was arguably a feature of every major battle of the period. A Hegemon may attempt to set up with a fair amount of troops positioned beyond one enemy flank (or if substantially outnumbering his foes, both flanks) and hope to roll up the enemy like an old scroll. May also include preliminary skirmishing.

Harass to Death

The main tactic for light-troop heavy armies, such as Thracians or Aitolians, facing Hoplites and the like. As their few melee troops stand off, awaiting a weak spot to open for them to charge into, light troops engage in waves of *belos* charges, hoping to chip away at the melee troops and their Arete levels.

Defend Works (or Terrain)

Generally the static defence of a linear obstacle or hill. Little movement is planned; of course, if the attackers start to slacken, defenders may charge out or down in an attempt to end things quickly. Skirmishers may sally out and skirmish.

Exit Board

The Hegemon must try to get his forces off the opposite board edge. May stop to deploy forces and fight, may send of lights and cavalry to chase of harassers.

[See Command: 3.Orders. Page 20](#) to see how Battle Formations and Plans parameters effect the execution of orders.

Persian Formations & Battle Plans: while Persians also use the above formations, they also may always include a reserve; a body of troops, usually of guard units led by their Hegemon, well behind the main battle line. These need not be considered part of the core units, as they are personally led by the Persian Hegemon. They may follow core orders and signals if they wish to.

If they withdraw from the board, it is considered a withdrawal order for the whole army. If they are broken or destroyed with their hegemon included, the whole army is considered to have 0 Arete Points, and has lost the battle.

4. Sequence of Play

A. Command Strophe

A.1. Salpinx

- Each side who wishes to may place a signal counter under his Salpinx marker.

A.2. Commands

- Hegemon may send 1 verbal order to any one officer on the board then reveal Salpinx Signal.

A.3. Mantis

- The mantis marker is placed on the board if a charge is called for and any Sphagia is required.

B. Action strophe

- In Arete Sequence:

B.1. Automatic Moves

- Routers continue from previous turn.
- Pursuers check Andreia to see if they continue pursuing, and Evaders continue evading if still pursued- otherwise they Recover for the turn.

B.2. Offensive Belos Phase

- Any Belos fire is resolved and checked for.
- All Belos charges are executed and checked for.
- All Ekdromoi are rolled for.

B.3. Epidromos

- An Epidromos is declared, and Andreia checks are made by chargers and targets. Chargers, countercharges, and evasions are executed. Next Epidromos is declared and so on.

B.4. Defensive Belos Phase

- Any Belos who held their fire in B2, may fire at any chargers if they can.

B.5. Marches & Approaches

- All other moves are now made.

B.6. Melee Phase

- All Epidromoi are resolved.
- All Othismoι are resolved.

C. Katastrophe

- Roll for Strategos Casualties
- Make any Andreia checks necessary for Taxeis which are eligible.
- Determine whether Nike can be declared.

A. COMMAND

Armies are commanded by one or more Strategoi (sing. strategos). In general, if there is more than one strategos, one is in overall command (the Hegemon), although there are quite a few instances of overall commanders having only a tenuous hold on his fellows, and there are a quite a few cases of command by committee.

1. Strategos Attributes:

Each Strategos has a Character Type and a political Stance. The Hegemon is the Strategos who has either been appointed to the position by his city-state, or the one elected by the other Strategoi, or in an allied army comes from the “Home” city (either the local city whose land they’re fighting over, or the most predominant one in the mix); he will issue orders for the entire army, as long as he is unengaged in combat (not engaging in Epidromos, Othismos, Pursuing, or Routing). A Strategos’ Character will have an effect on various aspect of the battle.

a. Characters:

- Crafty As Odysseus - has an effect on the Rhetoria Roll, and can call for One Step More!, and adds 1 point to the Arete Precedence calculation.
- Promachos - fights in the front rank of the unit that he is in. Subtracts 1 from Andreia Charge Rolls.
- Demagogue - an erratic effect on the Rhetoria roll, and Adds 1 to Andreia Katastrophe Rolls.
- Fellow Hoplite - no effect on play.

b. Political Stance:

- His political stance will be either “Philos” (friend) “Symmachos” (ally) or “Automolos” (deserter).
- All Strategoi who are of the same nation or city state are considered Philoi. Allied strategoi must roll their political stance on the chart in the Strategos Generator section, when they are generated. (In some cases, if desired for a certain scenario, players may require even generals from the same city-state to roll for stance, if they wish to simulate political divisions in the same state or league).
- A Philos is loyal to the Hegemon, and is usually a fellow citizen who will not question any orders. The others may question any orders and signals which come his way. See the Strategos Stance Chart. If they roll equal to or below the test number they continue obeying the order. If it is higher, then they exchange the current order with a “Withdraw” order for all troops under his command (the troops that he brought to the army).

Strategos Stance Chart		
Symmachos	Orders	Test Roll
H	Follow	-
Φ	Follow	-
Υ	Follow	-
Σ	Test	9
Automolos	Orders	Test Roll
H	Follow	-
Φ	Test	10
Υ	Test	8
Σ	Test	6

2. **Location:**

Each Strategos must signify at the start of the game of which unit he will be a part. Up to the end of the Alkibiadean Epoch, he must be in an Hoplite lochos; after that, he may choose to be part of an ile of Hippeis, or a lochos of Peltastes. This may be done secretly if wished.

- Persian Locations: Persian Hegemons always set up with their guard cavalry.

3. **Orders:**

There are two ways a strategos may give or change orders to his units; by word or by signals. Vocal orders may be given in person, or by runner; Signals may be given by Salpinx (a Greek trumpet) or, over great distances, by some noticeable visual signal, (example: the flashing of a polished shield from an acropolis). The complexity of orders given in each way varies, as seen below:

Frequency:

A strategos may only issue a single order per turn. He may not do so if the lochos he is part of is in Epidromos, Othismos, Rout or Pursuit.

Scope:

The scope of orders (whether to a single unit or the army as a whole) depends on the type of order given -

- Vocal orders: are given to a single officer (a Taxiarch, Hipparch, or subordinate Strategos, and will apply only to the units he commands. This should be in the form of a written order, and should only be used in the case where an action is desired that cannot be gotten within the parameters of a Salpinx signal (for example: a unit told off to perform a flank march, or told to march to the opposite end of a phalanx, to prevent a possible envelopment).
- **Note:** if such orders take a unit out of the “core” of the army, this may exempt them from receiving signals until their orders are fulfilled. This is under the discretion of the players.
- Signals: are given by the Salpinx to the army as a whole, though they may apply only to a segment (i.e. Recall Psiloi)

4. **Salpinx:**

- A. Place Salpinx marker on board near Strategos whenever making a signal.
- B. Pre-arranged signals include: Muster, March, Halt, Begin Approach, Charge, Forward Psiloi, Recall Psiloi, General Withdrawal (Optional: Release Ekdromoi, Recall Ekdromoi),
- C. One Unit-specific signal may be pre-designated before a battle, (except in case of ambush; only ambushers may). This signal will be one of the aforementioned signals, but will pertain to only a certain formation (i.e. troops in a hidden ambushade). It must be written down clearly and simply before the battle.
- D. Only one Salpinx signal may be made a turn; the signal itself is placed on the board, under the Salpinx marker.
- E. Each Hegemon may now issue one vocal order if they wish, and if unengaged in Melee, Rout or Pursuit. It must “travel” (by runner) to its target unit or strategos at a rate of 8” per turn. It may not move within 3” of an enemy unit. Any counter may be used to show the order’s position.
- F. It is implement on the turn after it has been received.
- G. After the orders have gone out, the salpinx signals are revealed in Arete sequence. If the first player has signalled an epidromos, the other player may also issue an epidromos signal; otherwise, he must stick to the signals he chose.
- H. The signal remains on the board for the turn (echo's...).

Signal Parameters & Interpretation:

Salpinx Signals

It is good for player to remember that what is being simulated by the Salpinx rules is the Strategos' broad intentions for the army. In particular, the signals are given primarily for the main or "Core" formation in the army- in most cases the hoplite phalanx, but in some cases, a force of cavalry or a number of peltastes. Other types, particularly psiloi, peltastes, or even cavalry when not the main force, grouped together here as "Lights", take their cues from the main force, each usually keeping a "station" in relation to the Core formation, but also have more leeway to interpret those signals according to their particular fighting style and the Battle Plan. No set of parameters can account for all possible situations, and players are encouraged to use their common sense when dealing with events which fall into the gaps between rules.

Muster:

Intentions:

1. Troops are either asleep, in camp, or not in ranks and engaged in other activity (entrenching, wandering about destroying crops) and the strategos wishes to call them into a Battle Phalanx or March Square.
2. If already in March Square formation and wish to form Battle Phalanx, or vice versa.
3. After having routed a portion of an enemy army, and wishing to recall units scattered on the field to form a new Battle Phalanx or March Square.

Procedure: Core & Lights - Scattered and unengaged units, may immediately move towards the Salpinx and begin forming into the desired Army formation.

March:

Intentions:

1. Army wishes to manoeuvre;

Procedure: Core units will move in OF (Open Files), and will not voluntarily move closer than the minimum OF move to an enemy unit. If in March Square or, core will generally follow a road or path, led by the Senior Taxis in the army. If in Battle Phalanx or Divided Phalanx, will move forward, or follow Senior Taxis' lead if possible (i.e. if wanting to move toward an elevated position toward army's rear, the Senior taxis will turn about face and head back, the rest of the Core units following suit).

Lights will keep to their "stations" relative to the core, unless currently engaged or under a previous order specific to them (i.e. Forward Psiloi).

Halt:

Intentions:

1. To Halt a march or approach, (but not a charge).

Procedure: Battle Formation - Senior Taxis will halt; others will halt on its line, or continue until they reach it. Other formations will simply halt. Lights will keep station if not already engaged under a Forward Psiloi signal.

Forward Psiloi:

Intentions:

1. To send out an army's lights to engage and harass the enemy.

Procedure: Belos troops (including Peltastes, Toxotes, Sphendonetes, and Hippeis) must move to optimum range and engage enemy. If enemy psiloi are driven off, Light troops may attempt to engage enemy Hoplites and Hippeis. Hippeis may charge other skirmishers if able, without order from Salpinx. They continue until they receive a Recall Psiloi or Withdraw signal.

Core units are unaffected by this order. They may be given other signals while the lights are engaged.

Recall Psiloi:

Intentions:

1. To recall lights to their stations in the Battle Formation.

Procedure: Belos troops are ordered to move to positions either behind or on the flanks of a Phalanx or Core units, or if in march square formation, within the square. Has no affect on Core units.

Begin approach:

Intentions:

1. To get the Phalanx or Core units in position to charge enemy formation.

Procedure: First, this signal cannot be given if any friendly lights are between the Phalanx/Core and the enemy formation - they must first be recalled if they are blocking the intended approach. The phalanx sings the Paeon, and begins its march toward the enemy in CF (Close Files), which they will assume before move starts. Unengaged Lights follow in the march phase, hippeis may attempt to gain flank positions so as to turn enemy flanks or wait for possible pursuit.

Charge:

Intentions:

1. To get the Phalanx or Core units to charge enemy formation.

Procedure: The phalanx or core performs sphagia, and makes Epidromos charge moves; Lights may guard flanks, or charge enemy lights or exposed flanks, or simply follow and await pursuit.

Withdraw:

Intentions:

1. The Strategos wishes to retreat his army from the field.

Procedure: Core units are ordered to immediately retreat at fastest rate possible towards board edge, camp, or city walls. (warning: giving this order can get your Strategos executed at home). Lights, and particularly Hippeis, may interpose themselves between their retreating comrades and on coming enemies, but otherwise must attempt to leave the board as well.

8. Divided Formations:

If signals are given in armies with divided formations, the various units normally affected by some signals will not take the usual action if not in the position to do so. (Example: an army in Defensive Marching Square formation is attacked in its rear division by enemy psiloi; if a “forward psiloi” order is given, only the rearguard’s psiloi will sally out of the square to engage the enemy; the other psiloi in the army will not, unless the divisions they are attached to are confronted by an enemy).

9. “Attached” units:

When using an allied army, lights will usually be “attached” to phalanx or hippeis formations who share a common origin (i.e. of the same city or region) at the start of the battle; even though these units may operate separately during the game, they are thought to have a connection, particularly in terms of morale: if a “parent unit” (a hoplite taxis, a hipparchy, or in some cases, a taxis of peltastes) is routed, it’s attached lights will attempt to follow them. In such cases, some signals will not be applicable.

10. Strategos Casualties:

When certain circumstances arise, a lochos which contains a strategos must roll at the beginning of the Katastrophe Phase on the following table to see if any harm has befallen him. He must roll on the Strategos Casualties Chart for all events which befell him, as many times as necessary. A Strategos killed is a cause for an Andreia check for the taxis of which he was a part.

- **Effects:** If the hegemon is killed, another strategos of the same nationality (if present) assumes command. If there are none, generate a new one of his nationality to replace him (a lesser officer assumes the role). He is considered in command at the beginning of the next turn.

B. ARETE & ANDREIA

1. Building Arete:

a. Arete level: the Arete level is the current general morale status of an army. It is expressed in one of four “states” which an army will be in depending on the total Arete points accumulated at any given moment in a battle, the totals of which will fall within the range of one of these states. The States are:

H (eta) - Eager, Φ (phi) - Firm, Υ (upsilon) - Unsteady, Σ (sigma) - Shaken.

Most systems in the game are affected by these states, usually in the form of modifiers to the various calculation and dice rolls in the game.

The Arete level is added to or subtracted from in two ways:

- through the events which occur during the battle (listed on the Arete table) – as they occur, the points listed are either added to or removed from the total Arete points, or -
- through “artificial” events, orchestrated by the Strategos.

b. Depiction: an Arete Track is provided for most nationalities and fighting style that can be chosen. Check the Army lists to find out which track an army must use.

The actual level of Arete will fluctuate during a turn; a counter (a flame symbol with an “α”) may be used to keep track of this. Also, one of the Arete Level markers (a shield with a Greek letter in it) corresponding to the armies current Arete Level must be placed on the board in clear view at all times.

c. Determine Base Arete Points: Players roll on the Base Arete points table to find out where to initially place their Arete point markers on their Arete Level tracks.

Die Roll	1	2	3	4	5	6
Facing Spartan Army before 371	5	5	5	6	6	7
Outnumber enemy 3 - 2+	5	6	7	7	8	9
Spartan Army before 371	6	7	7	8	8	8
Outnumbered by enemy 3 - 2+	5	5	6	6	7	7
No advantages or disadvantages	5	6	6	7	7	8

There are two opportunities available to artificially add to an army’s Arete level:

During the pre game Preparation segment - (Breakfast, Hieres, Rhetoria),

And during battle - (Singing the Paean, and Sphagia).

2. Pre game Artificial Events:

a. **Breakfast:** 2 points for Hellenic armies and Persian, 4 points for Thracians: It is added to the total before deployment. In campaigns, circumstances may arise which prevent it taking place (like an army having no food).

b. **Heires:** Both players will consult the Heires table; they will attempt to roll a number, depending on the situation their army is in, and the foe present; the number of rolls needed to achieve this number determines the Arete points added to or subtracted from the track. There is no need to roll again after the second try; everyone knows at that point that the gods are against you...

c. **Rhetoria:** Each Strategos (or Hegemon) may make a roll on the Oratory table, depending on His nationality, or if he is classified as Crafty as Odysseus. The result is applied before the deployment, unless it is a set-piece battle, when it may be made after deployment. Armies being ambushed do not apply it.

3. **Artificial Events during Play:**

- a. **Singing the Paean:** In game terms, an army may roll on the Paean Table after an Phalanx Advance signal has been received. The result is applied to the Arete Track immediately.
 - Armies which are at least 60% composed of Spartans, (though Dorians), again proved atypical in approaching battle silently; they roll on the Grim Resolve Chart, to see how much they sap from their enemies' Arete point total.
- b. **Sphagia:** On a phalanx's first approach, a mantis is detailed to lead a goat along until the charge is sounded by the Salpinx. At that instant, he slits the creature's throat; it is thought that the way its blood spurts out to be an omen of success or failure in the day. Roll on the Sphagia table, just as the first charge is declared, and apply immediately.
- c. **One Step More!** [See Melee: One Step More. Page 37.](#)

3. **Order of Occurrence- Arete Sequence:**

In any given phase, all rolls the players make are resolved in order, from one end of the board to the other, on an axis or a line which runs between the two opposing armies. This order always begins on the right flank of the player whose Total Arete (first compare the level; if even, then the current point accumulation) is the highest at the beginning of the phase. This is called the Arete Sequence.

- In case that the Total Arete of both players is equal, the army which has a Crafty Hegemon has the sequence. If neither have such a Hegemon, or if both have, then they should both roll for it.
- Note that if the Arete level changes in the midst of the phase, the order continues as from the start of it.
- Any questions as to the axis between the armies, and any lack of clarity as to the event order is decided by the player with the higher Arete.

One player does not complete all his activities during a phase, and then the other player complete theirs, they alternate between each other. The player who has precedence in sequence starts with one of his taxis (usually the rightmost, except in cases where he has Crafty Hegemon) - its activity and any automatic reaction of the enemy is resolved. Then the other player resolves any activity of his taxis that is next in the direction of the order of occurrence (i.e. in the direction chosen by the player who has precedence), providing that taxis has not already reacted to an enemy activity in that phase. After that, and any reaction stemming from that taxis' activity, the first player goes next and so on.

4. **Andreia Checks**

In general, these checks are used to test a unit's individual morale in a number of given situations.

a. **Frequency:** When to make an Andreia Check:

- **In the Automatic Move phase:**

When outdistanced, a pursuing Taxis must roll a check, and apply the results found on the Recovery line on that unit's Andreia Check chart.

When outdistanced, a routing Taxis of cavalry may roll a check, and apply the results found on the Recovery line on that unit's Andreia Check chart.

- **In the Offensive Belos Phase:**

Each time a taxis loses a lochos to belos fire, it must take an Andreia Check on the Katasrophe line.

- **In the Epidromos Phase:**

When a Taxis wishes to charge in an Epidromos, or has one declared against the unit, it must check and apply the results found on the Charging line of its Andreia Check chart. If it is charged from an angle to which it cannot respond, it checks on the Katastrophe line instead.

- **In the Melee phase:**

If a lochos receives a melee result of Andreia from the Melee Resolution Chart, it must check and apply the result from the Melee line on the Andreia Check chart.

- **In the Katastrophe Phase:**

If a Taxis has had any of the following events happen to it during the turn which has just transpired, it must check and apply the results found on the Katastrophe line on the Andreia Check chart -

- the Taxis lost one or more Lochoi during melee from routing
- the Taxis has lost its internal Strategos to Belos Fire, Melee, or Pursuit
- When a taxis has seen a neighbouring taxis rout.
- if in an allied army, when seeing a Home taxis rout, all allied taxis must check andreia on the same turn only; after this they needn't check again for this event during this battle.

b. Procedure: Once a cause is determined, a player rolls 2D6 for the unit in question - if the roll is equal to or lower than the number over the Andreia Check Chart, the unit passes, and applies the result in the Pass column; if the roll is higher than the number, then the result in the Failed section cross-referenced between the cause and the Army's Arete level will be applied.

- The roll is modified by the following factors.
 - **Arete modifier** - this is added to the Andreia number (not the roll itself)
 - **Phobos modifier** - when a check results from the direct interaction with an enemy unit (stopping pursuit of, charging or being charged by, or in melee with an enemy unit), the difference between that unit's Phobos number and the checking unit's phobos number, if positive, is added to the checker's roll.

(Example: a unit has a Phobos number of 1, and is being charged by a unit with a 2 Phobos number, then the unit being charged adds 1 to its roll)

In cases where a unit has more than one enemy unit interacting with it (Ex. Being charged by two units), that unit chooses the unit it fears most for the modifier.

- **Nemesis** - [See Appendix 1: Optional Rules. Page 41](#)
- **M. R. P. C. H. D. W. results from an Andreia Check are applied immediately in the phase that they occur. Except for E and X results, which occur in the Automatic Move Phase.**
- M = Maintain (Taxis); unit continues as before.
- R = Recover (Taxis); unit may stop pursuing, halts and assumes either CF or OF.
- P = Pursue (Taxis); unit must continue pursuit.
- C = Charge (Taxis); taxis must charge, or countercharge if answering a charge and if eligible.
- E = Evade. (Taxis) For all but hoplites, a standard evade move. If testers were only rolling to initiate charge, treat as a Halt result.
- H = Halt (Taxis); unit must immediately halt and receive any charge as stationary.
- D = Disarrayed (Taxis) Unit is disarrayed immediately.
- X = Routed (Taxis for all but melee, which is Lochos) unit is broken, and must rout next turn.
- W = Worse (Lochos); apply next worse result on the Melee Resolution Chart immediately.

ARETE EVENTS

Arete levels are dynamic and are adjusted as each phase proceeds

MINUS: Generated by own Army activity

Each Lochos Routed / Killed	-1
Senior Taxis Routed / Killed	-5
Strategos Killed	-2
Flank Enveloped	-2 per Turn
Phalanx in Retreat	-2 per Turn
Phalanx under Belos fire	-1 per Turn
Call a halt to an Approach	-1
Surprised	1D6: 1,2 = -1 / 3,4 = -2 / 5,6 = -4

PLUS: Generate by Enemy Army activity

Each Lochos Routed / Killed	+1
Senior Taxis Routed / Killed	+3
Flank Enveloped	+2 per Turn
Phalanx in Retreat	+2 per Turn
One Step More	1D6: 1,2,3 = +1 / 4,5,6 = +2

C. MOVEMENT

A. Rank and File Arrangements

1. General:

There are 2 types of troops in Hoplomachia: **Disciplined troops**, which can use **Close Files** (CF) and **Open Files** (OF) arrangements, and **Undisciplined troops**, which only use **No Files** (NF) arrangement. Discipline is indicated on the unit cards by the presence of a CF and OF movement number on the card; if these do not appear the unit is undisciplined.

Infantry in Close Files moved in a block of men in ranks and files, each man occupying approximately 1 sq. meter of ground. Open Files was the same, except that each man covered an area about 2 meters square. Unformed troops moved in a mob, the distance between and position of men constantly changing. Hoplites generally used Close Files when heading into combat, and Open Files when manoeuvring. Psiloi used No Files. Some Peltastes could use a semblance of Open Files, but most generally fought in No Files; mercenary Peltastes however could use all three forms of arrangement.

Cavalry arrangement and movement mirrored the infantry types, with the ground scales increased to make room for the horse. Heavy units when charging used CF, and OF for manoeuvring and skirmishing. Light horse mostly operated in NF, though some types could sometimes form in OF.

Aside from the differences in the rates at which that units in the various arrangements move in the game, there are also differences in the way units experience disarray and turn.

2. Changing Arrangement:

Players may alter a units arrangement at the start of any phase during which they plan to move or begin an approach. They pay 1" of movement to do so. They also may assume another arrangement under emergency conditions, due to a belos reaction. In this case, their change occurs immediately, with no penalty.

3. Disarray:

Any units which can assume a disciplined arrangement (the ability and training to move and fight in ranks and files, either open or close) may become disarrayed by certain types of movement, terrain, **belos** fire, or the morale results, and is checked for in the appropriate phases. [See 7. Interpenetration: first bullet. Page 30](#)

- a. **Movement disarray:** During a movement phase, a unit may cross various types of terrain, each type of which are represented by a numerical value; the total amount for the terrain crossed are added and applied to the unit's Disarray Rating. If the sum of all these events exceeds this number in a turn, the unit is disarrayed. This is indicated by a number in a disarrayed square on the unit cards.
- b. **Charging without contact:** Any unit which charges and fails to make contact (due to the enemy having routed or evaded before contact, or simply if charger is too far away) will automatically have 3 points of disarray applied to it next turn if it rolls for another Epidromos.
- c. **Belos checks:** Aside from the additive effect on movement physically from belos fire, units may become disarrayed by receiving that result in a Belos check.
- d. **Pursuers, Routers & Evaders:** All units which have routed their enemy in a melee, or pursue routers are considered disarrayed . All routers **and evaders** are disarrayed.
- e. **Andreia Check:** some Andreia results for some units include disarray.

4. Recovering from disarray:

- a. Units making marches may recover from disarray by remaining halted for one turn.
- b. Units making approaches may recover from disarray if the Strategos issues a Halt order with the Salpinx. All units wishing to recover must remain halted for a turn.
- c. Units in charges may not recover from disarray, unless they halt after routing their opponents.

- d. Units halting from pursuit, or evaders having outdistanced their pursuers, recover after remaining halted for one turn.
- e. All recovering units form up in Open Files.

5. Depiction on the board:

- a. Close Files: a Taxis in CF are shown with all the stands making up each lochos in base to base contact.
- b. Open Files: the stands are placed with spaces of a few millimetres between them, about half a base depth apart.
- c. No Files: Stands can be placed in any arrangement, as long as all are facing the same way and stands are not more than 1 base length away.
- d. Disarrayed: as OF, but with the stands skewed and touching in places.

Note: Cavalry in either Thessalian rhomboid and Thracian and Macedonian Wedge configurations do not have the extra stand to help them show their arrangements; therefore players will show this by arranging the stands in each hipparchy to denote either CF, OF, or Disarray. If only a single solitary stand is in play, they may use an inverted counter trailing it to show it's arrangement (or lack thereof). [See Diagram 3A: Arrangement. Page 43](#)

B. Movement Execution

2. Movement Modes:

All troops move with certain intentions on a battlefield; either to manoeuvre, or position themselves for a charge, or charge to contact, or to close and launch missiles. These are considered intentional modes, and may be forestalled by an adverse reaction to enemy activity; others, such as evade, route and pursue, are solely reactive, and must be executed before the troops can act on any further intentions.

a. March

Executed in Marches and Approaches phase (B.5)

- Disciplined troops in march mode move in Open Files, using their OF movement rate. They move by individual Taxis. Of course, they need not use their full movement rate.
- Disciplined troops may march in Close Files as well, although this is not an approach unless they have had an approach signal.
- All may march disarrayed as well, though disciplined troops must halt to recover if they wish to return to OF or CF.
- Undisciplined troops always march in No Files.

b. Approach.

Executed in Marches and Approaches phase (B.5)

- All units wishing to charge in Close Files (hoplites, hippeis and some peltastes) should make at least one approach move, to build momentum. The Paeon is normally sung during an approach (and is roll for after the approach signal is given). [See Begin Approach: Procedure. Page 22](#)
- All units wishing to make an approach move must immediately assume CF.
- Signalling a halt to an approach without charging loses **1 AP** for the army. They may resume their approach, but do not roll for the Paeon again until a charge has been made.
- The Paeon is not rolled for, nor are any AP received from Hippeis or Peltastes approaches, unless they are the Core troop type in the army (For Example: Thracian or Persian armies).
- Drift: All Hoplites if in a phalanx of more than 8 lochoi, drift 1 cm (or 1/2 inch) to their right each time they move in an approach.

- Distance: all units in a phalanx (or hipparchy, if it is the core unit) must move their full CF distance, the only exception is that Hoplites in a Phalanx may move as slow as their slowest unit, in an attempt to keep the phalanx even.

c. Epidromos

Executed in Epidromos phase (B.3)

- When the first Epidromos is signalled, the army immediately performs a Sphagia roll, which is added to the Arete total, no Sphagia roll is made for subsequent charges. Each charging Taxis then rolls an Andreia check; All that pass their rolls may then will also immediately make Epidromos rolls, while those who fail check their result on the fail side of their Andreia check chart, under their current Arete level. ([See Andreia Checks. Page 25.](#) for further information and definitions) [See 8b. The Epidromos Execution: Preparation. Page 31](#)
- Those who, because of any activity in the Epidromos phase so far, must rout or evade, must perform those moves now, in Arete Sequence, with all routs going first.
- Each charging taxis or hipparchy **now** moves the distance rolled on the Epidromos chart. This chart will tell them the distance the unit can run, whether it qualifies for Momentum or not, how far it drifts (if a Hoplite lochos, and in a phalanx of **the right length more than eight Lochoi**) and how much of a Disarray number the charge generates. If a taxis' total Disarray number (including Belos fire, terrain and the number generated in the epidromos) exceeds its disarray Qualifier number, the stands make contact as disarrayed.
- **Close File troops may charge without first approaching (from a stationary position or a march) but do not roll for momentum. Also, if they have not yet sung the Paeon, they do so now, they may not roll for its benefits (the rushed nature of the charge leaves them uncomfortable).**
- **Distance:** there is no maximum distance that a unit can be from an intended target and start it's Epidromos; however, units which fail to contact and enemy will count **3 points** of Disarray on the next turn if it rolls again for Epidromos. [See 8a. Epidromos Procedure: Eligibility. Page 31.](#)

d. Evasion:

Executed in Automatic Moves phase (B.1), and Epidromos phase (B.3)

Evader move their OF (or NF) rate, plus the number from 1D6.

All evading troops must turn around (cost: 1 movement pt.) and move at full evasion speed directly away from chargers for the first half of their move, (not including turnaround); thereafter, they may wheel and move as they choose, but not any closer to the chargers. If they are Formed troops, they are disarrayed.

Example: Thracian Peltastes roll a 3 for their evade move (total: 9). They pay 1 pt. for turn, move 4 inches back, then may wheel left 4".

Units testing for being charged that receive a 'C' result but are not eligible to charge the enemy troop type treat the 'C' result as an 'E' evade.

Any evading troops hit in the rear by their enemy's charge count as routed.

Hamippoi: they are scattered and lost if their attached Hippeis evade **more than 7"**.

e. Pursuit:

Executed in Automatic Moves phase (B.1)

Pursuers move their OF (or NF) rate, plus the number from 1D6.

Pursuers must follow their prey as closely as possible. If they are Disciplined troops troops, they are disarrayed.

They may attempt to move around obstacles and enemy units.

Hoplites pursue one move; if not in contact with routers, they cease and recover on their next move. Cavalry and lights only give up the chase of routers and evaders after they are

outdistanced by twice their OF move. **This is measured at the start of the Automatic Moves phase (B.1).** Then they **may** recover **on a successful Andreia check on the recovery line.**

- **Joining pursuit** (of routs only): any lights and cavalry may voluntarily join in a pursuit if they are unengaged and they have the possible movement and clear path to reach the routing unit. Psiloi within possible range and immediately behind any disordered hoplites (automatically disordered if they have routed enemy in melee or pursuing routers) may surge through and interpenetrate them in hopes of catching routers - roll as a normal pursuit.

f. Rout:

Executed in Automatic Moves phase (B.1), And Epidromos phase (B.3)

Pursuers move their OF (or NF) rate, plus the number from 1D6.

All routers must pay 1" for turnaround on initial turn of rout. If they are Formed troops, they are disarrayed.

They must move their first move strait away from the cause of their rout. If there are friendly troops in their way, they interpenetrate them, disarraying them. If their flight is blocked by enemy units or impassable terrain, they are destroyed. If they are contacted by their pursuers they are also destroyed.

- **Recovering from Routing:** Only horse that has outdistanced pursuers may attempt to recover (rally). During the auto-move phase, they role an Andreia check on the Recovering line - if they receive a "R"; result, they may recover; any other and they continue routing. **All others rout off board (unless cut off or scattered).**
- **Hamippoi:** they are scattered and lost if their total evade distance is less than that of their attached Hippeis evade move.

6. Turning

a. Infantry in Open Files:

Wheeling: A taxis may move by wheeling up to 90° without disarray (as a normal move). Wheeling more than 90° causes disarray.

Turning: Hoplites may turn either 90° (face left or right) or completely 180° about (about face) by turning its individual Lochoi, without disarray, although this counts as a move for terrain disarray purposes ([See 9. Terrain Effects. Page 32](#)). Lochoi must move either left right or straight back, and at no other angles (troops would not be drilled to make such evolutions). All turns cost 1" from their OF movement.

b. Infantry in Close Files:

May only move forward, wheel up to 45° without disarray, incline (optional) or drift.

c. Unformed infantry:

May wheel or turn at will.

d. Cavalry in Open files

Wheeling: By hipparchy, or by individual ile, at no other cost. Individual ile may literally wheel about 180 degrees if they have the room.

Turning: only those in Thessalian Rhomboid formation, either 90° or 180° without disarray.

e. Cavalry in close files:

May only wheel by hipparchy, 90° maximum, without disarray.

f. Undisciplined Cavalry:

May wheel or turn at will.

7. Interpenetration:

- Moving Psiloi may interpenetrate any other unit that is stationary in OF without harm to either, for whatever purpose. No other unit may interpenetrate other units without immediately causing disarray to both (if possible - units which use NF may never be disarrayed).

- Any unit which is evaded or routed through must take an Andreia check on the Katastrophe line. [See 4. Andreia Checks. Page 24.](#)
- Psiloi may pursue routers, interpenetrating disordered hoplites in front of them without causing hoplites to check Andreia.

8. Epidromos Procedure

a. Eligibility:

Some units may not charge certain units in certain circumstances. Check the Epidromos Eligibility Chart:

Definitions:

- Hoplites - May charge any and all in all circumstances
- Hippeis - May not declare Epidromos against Hoplites through their shielded sides, unless the Hoplites are disordered. Hippeis may charge all others, except those defending a wall or a ditch. [See Forward Psiloi: Procedure. Page 21](#)
- Peltastes - May not declare Epidromos against Hoplites through their shielded sides, unless the Hoplites are disordered. The only exceptions are Iphicratians or “Triballians” with long spears. Peltastes may charge all others, including Hippeis.
- Psiloi - as peltastes, but will also not charge Peltastes or Hippeis when in close order.
- Other Belos - will not charge.
- All types who may not charge a type of unit will evade whenever they have one of these types testing Andreia to charge them. [See d. Evasion. Page 29](#)
- All types who are under charge orders and who cannot charge will either halt or move in the march phase into as close proximity with any target before them (unless charged themselves where they will have already evaded) as the player wishes. All lights following chargers in the hopes of pursuing any upcoming routs, may move into position as close to their charging friends as they can, as long as they obey the Proximity rules.
- All disciplined troops who charge in open files (i.e. as a result of a Belos or Andreia check) are automatically considered disarrayed. [See 3. Disarray. Page 27](#)

b. The Epidromos Execution:

Preparation:

Each unit which is subject to an epidromos signal must roll an Andreia check to see how it reacts to the signal. Units which pass their Andreia check, or fail but may still charge (see Andreia) now make a roll on their Epidromos Chart. Each taxis rolls 1D6 individually; the die that is rolled is placed in front of each taxis, showing it's number.

- All units which have been “targeted”, i.e. is in the direct path of a charging unit, and within double that charging unit's maximum epidromos move, must also check for Andreia on the “Charge” line. And apply the result. If a target is beyond range, it will only test once it is within that range. If they charge, they roll and place a 1D6 in front of them. If they have routed or evaded, perform these moves before executing the epidromos moves, **with routers moving first then evaders.**

Movement:

In Arete sequence, each charging taxis must be moved to its full Epidromos distance, found on the Epidromos chart on the Charge line, under the number rolled on the die. If units are met by enemy ones also executing epidromos they must meet together somewhere in the middle between their run.

- A unit which does not hit its target this turn will roll again next turn **incurring 3 disarray points**, unless its target has run off, or that it has no enemy before it (it may be at the far end of a phalanx that extends beyond the enemy phalanx). If it's enemy has run off (failed it's own Andreia checks and routed for instance), and the charging unit is within possible pursuit range (full OF or NF +6) of its cowardly enemy, it will roll to pursue.

- A charging unit, which has not yet executed its epidromos move, and had been adjacent to one which has and met its enemy in the middle, need not move its full distance. It will stop at the same line as the formerly adjacent comrades, and may wheel on that point, beginning to lap about during the Othismos next turn (subject to the above). See the diagram pages.

Drift: Measured in centimetres.

Hoplites, in phalanx's more than 8 lochoi long only - Just like an approach move, hoplites will drift during an epidromos, only more erratically. Each taxis may drift at a different rate; as the epidromos is resolved in Arete Sequence, gaps may develop if a taxis to the right drift farther than the next taxis to the left. However, if a taxis drifts farther than the one to its right, the physical presence of the one to its right will prevent it from moving any farther to the right, as it will “bump up” against it.

- As the distance each taxis will travel may vary, in some cases units may outdistance and overlap each other. As the drift is made at the end of the move, any lochoi in a taxis which overlap a friendly taxis halt those lochoi in contact directly behind their friends, at no harm to the friends; but the overlapping taxis is in disarray. Units which have the movement to hit an enemy, but not the room to hit it fully, will place a corner of its lochoi against its frontage, and is considered to hit it in dribs and drabs. If it is the target lochoi's main enemy, consider it disordered. If not, it does not count in the resolution. See the diagram pages.

Momentum:

The charging taxis also will see if it qualifies for the Momentum modifier; this only applies during an Epidromos, and does not affect Othismos resolution. If the chargers qualify, they apply the modifier during Epidromos resolution. Place a momentum counter behind them.

Disarray:

If a taxis' total Disarray number (including Belos fire, terrain and the number generated in the epidromos) exceeds its Disarray limit, the stands make contact as disarrayed. Note that any disarray numbers, while perhaps affecting only part of the taxis (i.e. The lochos crossing a terrain feature), affect the whole.

Contact & Dressing the melees:

All units which contact an enemy will be place with their front edges in base to base contact (unless hitting in a flank or rear of course); they must be aligned so that their bases cover their frontages evenly (see diagram page). This is determined in the Arete sequence, and from one end of the board to the other. Individual lochoi must “snap” to their enemies in cases where they may initially have only partial contact. In cases where there is more than two lochoi initially in contact with one enemy, the player must follow this order of precedence to determine who fights who: The first one in Arete sequence; Attempting to keep the Taxis cohesive; the Arete leader chooses. See example in [Diagram 3B. Arrangement in Melee. Page 44.](#)

- Resolve the melees (in the melee phase).

Belos Charge. [See 1. Belos Conventions. Page 34](#)

9. Terrain Effects:

- In general, any taxis or hipparchy that crosses a terrain feature will apply the disarray number corresponding to it, even if only a part of the unit crosses the terrain feature. Units which remain stationary and recover while still in the terrain feature, do not count the disarray number unless they begin to move again. The sole exception to this is for units in Surf, which apply the number even when stationary.
- While the Terrain Disarray number “applies” at any time when a unit moves through the feature, players need not make a note of it unless it exceeds their Disarray Qualifier. The effects of Disarray are not cumulative from turn to turn (exception, See Disarray, above).
- See Terrain Card. (Should table be put here?)

10. Proximity:

- Belos units may move as close as 1” away from any other troops. However, marching and approaching Hoplites will force them to “bounce” or retreat for 3” in front of them. As this will be during the last movement phase (B.5 - Approaches and Marches) the belos unit may have already moved, but is allowed to retreat before the Hoplites and halt facing them. If the Belos unit cannot maintain the 3” distance because they are trapped by terrain, they are considered scattered/ destroyed (if a cliff, they fell off; a lake, they jumped in and swam away or drowned, etc.) If they are forced into friendly units, they either interpenetrate or move through. [See 7. Interpenetration. Page 30](#)
- Hoplites will not move closer than 3” to any other hoplites, unless it is to charge them.

D. BELOS

1. Belos Conventions

- a. **Eligibility:** Units which have a Belos symbol and number on their cards have the ability to engage in ranged combat.
- Such units may do so if they have an unobstructed line of fire between them and their intended target.
 - Only the front rank of Psiloi, Peltastes, or Sphendonetes units may fire. Toxotes may fire a second rank, but they must fire at the same stand as the rank before them (adding a +1 modifier). ~~Both ranks of a Hippeis ile may fire if making a Belos Charge (see 9b. below)~~
 - Shooters may fire from behind phalanx only when uphill of same phalanx and neither have moved this turn.
 - Persian Artisbara (dual armed with spear and bows) and Sparabara (mixed spearmen and bowmen) fire as if the entire lochos were bows; count the first rank as the firers, and the second and third each as a +1 modifier (+2 total).
- b. **Targeting:** Each stand should fire at another single stand or lochoi.
- They must fire at any unit directly ahead of them; if there is no target directly in front, they may deviate to the next nearest enemy, as long as the target is within 22°.
 - Firing Belos stands must attempt to spread their fire evenly amongst their targets, one stand firing against one stand; however, if this is impossible (not just undesired, but truly impossible) Belos stands may group their fire on single stands or lochoi, (if within their 22° arc) adding 1 to the first stands Belos number for each extra stand shooting.
 - **Target behind cover** (wall or palisade): -1 to Belos Fire Number.
 - **Shield Modifier:** This does not count if firing at the unshielded flank or rear of a lochoi, or any unit without shields.
- c. **Movement and Fire:** Toxotes and Sphendonetes shoot normally if stationary; they may move half and fire, but at -1 Belos factor. They may not move full and fire. Other troops must use Belos Charges if they wish to move and fire.
- d. **Belos Timing:** All regular (non Belos charge fire is resolved in the Belos Fire Segment); any fire resulting from a Belos check in this segment is immediately resolved as it happens. However, any Belos Charges are resolved (along with any resulting fire or Belos charges) in the Belos Charge segment.

2. Belos Charge:

- a. **Eligibility:** Hippeis, Peltastes and Psiloi, when not defending works or terrain, may attack other units with their ranged weapons by running up to them and discharging their missiles and then retreating; this is the Belos Charge.
- They must be in open files or no files to do this.
 - They must be facing their target at the beginning of their move.
 - They do this, in Arete order, by moving a portion of their movement, enough to get them within the range they wish to shoot at. Their range is increased by 1" during a Belos Charge. They then shoot, and this shooting is resolved immediately; after which the shooting unit may turn (at 1" cost) and move the remainder of his move allowance back. Unless pursued by Ekdromoi, they end facing their targets (turn for free).
 - If they are pursued by Ekdromoi, they may add a further 1" to their return move, and they end by facing away from their target (except Psiloi). [See e. Pursuit. Page 29.](#)
 - Hippeis ilai fire as one stand when they perform a Belos Charge. They do this by wheeling 90° when in range and firing; after the fire is resolved, they wheel another 90°, and head back the way they came. Multiple Ilai, when charging, must leave gaps between themselves to allow for this.

- All Belos troops capable of performing a belos charge add +1 to their Belos number when doing so.
- b. **Belos Charge Timing:** All stands in a taxis resolve their fire in sequence; any results affecting Lochoi (i.e. Routing) are resolved immediately as they occur, but any results affecting Taxis (i.e. Belos Charging) are held until all firing from the instigating taxis is complete. Note that any results requiring a taxis to engage in further Belos activity, after it has already performed any Belos fire or charges in this segment or any previous segment, are not allowed. Instead they are treated as disarray results, or if not allowed (i.e. for No Files troops), as Maintain.

3. The Belos Check:

- a. **Procedure:** The target subtracts his shield number from the firer's Belos number. He adds or subtracts any modifiers for the firer's movement or extra stands firing. This sum is the Belos intensity number. To this the roll of one die is added - if the result is equal or lower than the targets belos check number, the target passes the check. If the result is higher, the unit fails the check. In either case, check the Belos intensity against the current Arete level on the appropriate side of the Belos reaction chart (Pass or Fail) and apply the result immediately.
- **Note** - Zero or less intensity attacks have no effect, except to qualify a phalanx as "under Belos Fire" for Arete level purposes. [See Katastrophe, 2.c. Page 39](#)
- b. **Belos Reaction Definitions:** Some reactions affect the lochos being hit; others apply to the Taxis. In any case where there is a conflict, Taxis reactions take precedence; if more than one taxis reaction is generated, it is always the worst one that is chosen. Reactions are listed in order from best (or most aggressive) to worst (or most cowardly).

Note: These reactions cover the Belos reaction table; while some of the same letters are used by the Andreia Check chart, their definitions and precedence is slightly different. [See Andreia Results. Page 25.](#)

- M = Maintain (Lochos); unit continues as before.
- F = Formation (Taxis); unit assumes Close Files - otherwise as maintain. Still allows Ekdromoi result.
- C = Charge (Taxis); taxis must charge if eligible; if not, downgrade to Belos Charge, if eligible. If not, or if unit has already made a belos charge this phase, consider its result D (Disarrayed).
- B = Belos Charge (Taxis); Taxis must reply with Belos charge against tormentors. If unit has already made a belos Charge this turn, consider this a D (Disarrayed) result. Performed after current causative Belos Charge (if there is one) is resolved.
- K = Release Ekdromoi (Lochos); Lochos immediately sends Ekdromoi out to attack tormentors.
- E = Evade. (Taxis) For all but hoplites, a standard evade move; for hoplites, next turn they must turn and march one move back (the fire is too much or them!)
- D = Disarrayed (Taxis) Unit is disarrayed immediately.
- X = Routed (Lochos) lochos is broken, and must rout ~~next turn immediately~~. Taxis reactions do not forestall this (and any taxis losing a lochos must take an Andreia/Katastrophe test ~~during the Katastrophe segment immediately~~).

4. Ekdromoi:

Any Hoplite Lochos under fire may attempt to drive enemy shooters away or kill them with Ekdromoi, which represent the youngest, lightly armoured Hoplites amongst them; this is voluntary, except in the case of having received an Ekdromoi result in a Belos Check. The Ekdromoi attack is resolved by rolling 1D6 for how many inches they get to move. If they are able to reach the shooters, a further die is rolled on the Ekdromoi chart, to see how they fare against the Belos troops they catch up to. Apply results immediately.

When a Lochos loses their Ekdromoi, it cannot generate any more. Their army loses 1 Arete point.

Ekdromoi are removed at the end of each belos phase.

E. MELEE

1. Epidromos & Othismos Resolution

The first melee that results from an Epidromos move is called an Epidromos Melee; if the two units remain engaged on the next turn, their melee is called an Othismos. Different modifiers apply, but the resolution of each is essentially the same.

- a. **Elements of all Melees:** In Arete sequence, the player controlling the sequence determines the first melee to be resolved. Each engaged pairs of opposing lochoi attack each other. Each Attacker calculates the following three numbers:
 - The total Spear Value - this is each attacker total penetrative power. The applicable modifiers are shown on the Lochos' unit card.
 - The Total Shield Value - This defensive number represents the lochos' ability to maintain a solid shieldwall, also adjusted by its shown modifiers.
 - The Total Strength Value - Also a defensive number, this represent the Lochos' physical "pushing" strength, their ability to hold back any penetration of the shieldwall.
- b. **Procedure.** Each attacking Lochos totals its Spear Value, and then applies it to the enemy's Shield Value; if the Spear value exceeds the shield value, the Shieldwall is considered "Penetrated". Any excess of the spear value number is then applied to the Strength value number, if this is also exceeded, any remaining number is applied to the Arete threshold number, which represents the last shreds of martial spirit and willpower of the lochos. It is the level of penetration simultaneously occurring to both opposing lochoi that is compared on the Melee Resolution chart, and the results are applied immediately.
 - The lochos with the greater penetration is the Winner, the lower penetration is the Loser. If both achieve the same penetration, both are effected similarly. See the Melee Resolution Chart.
- c. **Modifiers:** Some modifiers apply to an Epidromos, some to an Othismos- also some only apply to the Attack total, the Shield total, or the Strength total. See the Melee Calculation Chart.

Modifying The Attack Total (in Epidromos):

- the unit's current Arete Modifier, the Momentum Modifier, the Disarray modifier.

Modifying The Attack Total (in Othismos):

- the unit's current Arete Modifier, the Depth Modifier, the Disarray modifier, the Hamippoi modifier (Cavalry only), the Othismos modifier.

Modifying The Shield Total (in Epidromos):

- the Gaps modifier, the Momentum Modifier, the Terrain modifier.

Modifying The Shield Total (in Othismos):

- the Gaps Modifier, the Terrain modifier, the Ground Given Modifier.

Modifying The Strength or Arete Threshold:

- No modifiers

- d. **Resolution:** The effect of both attacks is now compared - as the difference between level of defence that is "Pierced" by the other side's attack determines the outcome of the melee. This is checked on the Melee Resolution Chart - find the pair of symbols that characterize the level of penetration for the winner/loser, and apply the result.

Definitions of results:

- a. **Grey Arrow hitting Oblique Shield** - Attack causes Zero damage to shield.
- b. **Shield Symbol** - Attack causes damage to Shield, but goes no farther.
- c. **Strength Symbol** - Attack has pierced Shield, and causes damage to Strength, but goes no farther.
- d. **Arete Threshold Symbol** - Attack has pierced Shield and Strength, and causes damage to Arete Threshold, but goes no farther

See example section.

e. **Gaps in the Phalanx:** if at any point in combat, a gap of more than 1/2“ occurs between 2 lochoi in the Phalanx, and an enemy lochos is in contact and overlapping the gap, the lochos presenting it's unshielded side to the gap applies the “GAP” modifier in combat, for as long as the situation continues.

Also, if a lochos has it's unshielded flank exposed by its immediate neighbour being pushed back or routed, leaving an unengaged enemy adjacent to its open flank (while not actually lapping around onto it), then the exposed unit qualifies for the gap modifier.

f. **Lapping:** Lochoi, or even a whole taxis, if extending beyond the edge of an opposing phalanx, has the option of wheeling at the first available moment to hit the lochos on the end in its flank. This is called lapping.

- If gaps open up in the phalanx big enough for an enemy lochos to pass through, and that phalanx is engaged, an enemy lochos may wheel and lap around into it; this lochos will attack the opposing lochos which is engaged with it's parent taxis. If it's taxis is unengaged, it will attack the lochos who presents it's unshielded side.
- lochoi which have lapped around another's flank count as having struck the lapped unit in the flank.

g. Striking a flank or Rear:

- If a lochos is struck in the flank or rear in an epidromos or by lapping during an othismos, whether it is engaged to it's front or not, it's melee is resolved in the following manner:

Struck on Shielded Flank:

- the charging or lapping unit resolves its Attack as usual, attempting to penetrate its targets shield, strength and arête. However the flanked lochos does not count any defensive modifiers, and automatically generate a “no penetration” against their adversary melee result.

Struck on Unshielded Flank or Rear

- the charging or lapping unit resolves its Attack as usual, but only strikes the target's Arête Threshold alone. The target lochos does not count any defensive modifiers, and automatically generates a “no penetration” against their adversary melee result.

h. Multiple Melees:

Any lochos always count only one enemy lochos as fighting to its front; any other enemy to the front can count as modifying the melee by qualifying for a gap modifier (see Gaps). Any lochoi which strike or lap onto a flank or rear generate their own melee result. A lochos which is attacked from more than one direction by multiple melees, always counts the worst result as final. Any lochos routing while contacted from more than one direction is slaughtered. [See f. Rout. Page 30](#), ([See Diagram 8. Melee. Page 51](#). for more detail)

i. One Step More!

When an army has more than half its hoplite strength engaged in othismos, including the lochos which includes a Strategos who is Crafty as Odysseus, he may call for One Step More! This is a roll which is only made at any time during the melee resolution phase, which can add points to his army's Arete track. Check the Arete Events table. The points are applied immediately.

j. Epilektoi:

Some armies had specially hand picked hoplites mustered on the field; these could be the best soldiers skimmed off the top of every lochos of the whole army, or a special unit regularly embodied within that city state's army organization (such as the 300 Spartiates who guarded their king in battle, or the Theban Sacred Band). These are either rolled for in the Player's Army Generating Lists, or are listed as part of the historical organization of that City State or League.

Effect: Any unit designated as Epilektoi may, once per turn, add or subtract one to any roll that it chooses to. This must be declared before the roll is made. If there are more than one lochos in a taxis that is considered as Epilektoi, only one lochos gets to roll, unless it is a roll that applies to the whole taxis (such as an epidromos or katastrophe roll).

k. Hamippoi:

Hamippoi are psiloi who run along supporting hippeis. When one is attached to an individual ile (placed in contact behind the ile) it is treated as a marker rather than a stand (denoting that hamippoi are present). It is not considered there for any other game purposes (belos fire, rear attacks, etc.) They are lost (scattered) if their host ile is routed or if it evades more than 7". An ile which has hamippoi attached may use the Hamippoi modifier in Othismos only - they have no combat effect in Epidromos. Any Hippeis/Hamippoi which moves more than 7" in epidromos may choose either to lose the hamippoi, or voluntarily limit themselves to the next lowest result which has a 7"; move (such hippeis can be considered a little more disciplined than others). Once lost, hamippoi cannot be regained during a battle. They do not count as a lochos routed/killed.

1. Unit broken into two parts:

As units arrayed in No Files act like a cloud; in the next phase that the unit may move at all, simply converge the stands somewhat until they are at least one base length apart. A unit in Open or Close files, which are dismembered by a routed lochos count as disarrayed, and may use the [Recovering from Disarray, Page 27](#). The one exception is a taxis that is either in Epidromos or Othismos which has lost a stand; it's parts will continue to operate as separate parts, but still counting as a taxis for Katastrophe roles. If the unit survives the melee, it will rejoin while rallying.

2. The Honoured Dead: Any time that a Hoplite or Peltaste lochos, or an ile of Hippeis is routed either by Belos Fire or by melee, or is slaughtered, a Casualty counter is placed as near to the point at which it broke or died. These have no other effect on the game, except in determining victory. If it looks as though you might run out of counters (gulp!), replace close groups of counters with singles, so as to be able to mark out the entire extent of the dead on the field. Or print more counters.

F. KATASTROPHE & NIKE

1. Katastrophe

If a Taxis has had any of the following events happen to it during the turn which has just transpired, it must check and apply the results found on the Katastrophe line on the Andreia Check chart -

- The Taxis lost one or more Lochoi during melee from routing.
- The Taxis has lost its internal Strategos to Belos Fire, Melee, or Pursuit.
- When a taxis has seen a neighbouring taxis rout.
- A taxis has had routers **or evaders pass** through them.
- If in an allied army, when seeing a Home taxis rout, all allied taxis must check andreia on the same turn only; after this they needn't check again for this event during this battle.

2. Battlefield Events Affecting Arete

If any of the following situations have arisen or have continued during this turn, Arete points (AP) must be added or subtracted.

- Flank Enveloped:** if an army has at least 20% of its strength in unbroken units beyond a line generally drawn laterally through the middle of the opposing army's Battle line, The opposing army is considered flanked. Note that both armies can be considered as flanked at the same time.
Armies in march square are never considered flanked, unless the baggage elements within it's square have can have any belos fire attacks made at them next turn or look like they can have an epidromos declared against them next turn.
- Phalanx in retreat:** if during a turn, if at least 50% of the hoplites in a phalanx either have moved away from the enemy or have been pushed back in melee, the Phalanx is considered "in retreat".
- Phalanx under Belos Fire:** if a phalanx of hoplites (not just any Core unit) has had any Belos fire resolved against it this turn (even ineffectual fire), **this is counted only once per turn**, it must roll 1D6: 1-3 = no effect, 4-5 = -1 AP, 6 = -2 AP.

3. Nike

- Nike (Victory): Nike is claimed by one side when certain conditions arise - (some of these are specific to some situations, and not others - [See Situations. Page12](#))
 - If one of the armies has its Arete points fall below zero. They must withdraw from the field.
 - If both sides have unbroken forces on the board, yet neither side will risk further combat, then the one who possesses the slain on the field.
 - If neither side possesses all the slain, there is no clear victory; the battle must continue, unless one side concedes defeat by asking for a truce.
 - If one side has to exit a board edge, and it does.

The Winning player is the **Niketer**, the loser is the **Atomenos**. The **Atomenos** must ask (nicely) for a truce.

4. Truces & Trophies

- Truces:** Leaving the bodies of those slain in battle unburied was, in the Greek mind, one of the greatest atrocities an army could commit, their souls would be considered to be wandering about, and would bring curses and misfortune to their families and their polis (city state); Strategoi were often executed or at least exiled for leaving any of a polis' honoured dead without the benefit of the proper rites. Therefore, no battle is complete without a Truce to identify and gather up each side's dead.

To initiate the truce, the losing side (or the side wishing to concede the battle) must present its Herald marker to the other side and formally admit its defeat, asking the victor's leave to gather their dead. This request must be granted, although, in a campaign setting, some concessions may be asked of the losers (usually them vacating the winner's territory, etc.) as long as it is within reason.

b. **Trophies:** Since the aid of the Gods was sought at the beginning of battle, and received in the victory, they must be praised at the end with an offering; this was done by dedicating a portion of the spoils of battle to the god in question. The best panoply of the enemy dead was arranged as a trophy and placed in a prominent part of the battlefield, while others were dedicated to the god and displayed in their temple at home.

The players are encouraged to simulate this in as creative a way as possible. Ideas can range from the keeping of a stand of the vanquished troops, or an actual trophy figure being prepared, or maybe even a free souvlaki dinner for the victor, the favoured of the gods.

Appendix 1: Optional Rules

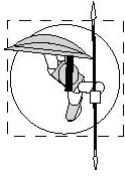
These are experimental rules that have not been play tested at all. They are in a fairly rudimentary form, and are only included because while they didn't pass muster as system rules, they are reflecting historical, though rare, occurrences and exceptions. While the Captain always tries to answer any questions that players may have about his rule systems, he does not have many answers covering the following rules.

1. **Inclining:** Spartan, Lakonian, Misthophoroi, or Theban Armies only - These armies can voluntarily increase their drift during approaches to 1" to the right per move.
2. **"Lakonian" Countermarch** (Optional): Spartiates, Lakonians and Misthophoroi lochoi may turn either 90° or 180°, each lochos in place, without being disarrayed, at a cost of 1" from their CF movement during approaches.
3. **"Lakonian" Ekdromoi:** Spartans, Lakonian and Misthophoroi armies only. Each Lochoi generates a full psiloi stand (representing a good portion of the lochoi's younger age groups) of unarmored hoplites. They are released on a "Release Ekdromoi" Salpinx signal (and are obviously recalled with a "Recall Ekdromoi" signal). They can remain on the board for any number of turns until recalled, have a NF move like Hellenic Psiloi. They can charge enemy lights, and resolve these attacks as Ekdromoi, but they get a -1 to their rolls against peltastes and hippeis (Psiloi still kill them on a "6"). If they are killed, they cannot be regenerated and cost their army -2 AP each.
4. **Nemesis:** a further modifier to Andreia checks: operates the same as the Phobos rules, except that it is not the difference between the numbers that is applied to the roll; rather it is a number on the Nemesis chart that is added to the unit's Andreia number when facing a habitually hated enemy. Simply cross reference the two opponents' nationalities to get the proper modifiers. Represents the bitter feelings that certain of a city states people had for the members of traditional enemy cities.
5. **Scythed Chariots:** Persian armies can use the Release Ekdromoi signal to activate these "secret weapons"; once activated, they must charge straight at the enemy phalanx without deviating for anything other than impassable terrain. If they contact screening lights along the way, roll as if the chariot is an Ekdromoi attacking them: if it kills the light troop contacted, it passes on through without lessening it's pace, other wise it is killed. If it hits a lochos in the phalanx, that lochos rolls a katastrophe Andreia check.

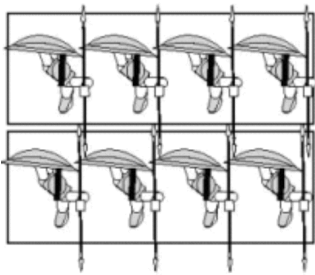
6. Ammunition

- Hippeis may perform only 2 Belos charges a game.
- Peltastes may perform only 3 per game, at their printed strength; but if defending works or terrain, may fire as many times as they wish. They may continue firing during the rest of the game at psiloi strength.
- Psiloi may perform as many Belos Charges as they wish, since they will use rocks if they run out of javelins.
- Toxotes & Sphendonetes: if one likes record keeping, Toxotes may fire 12 times in the game before depleting their quivers. Sphendonetes could ostensibly keep shooting forever, though Rhodians who use lead shot will experience a loss of range when using the nearest rock. The Captain doesn't think it's worth the headache keeping track of this.

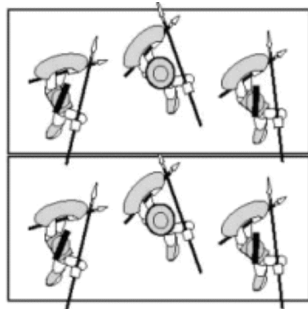
Diagram I: Basing - Hellenic



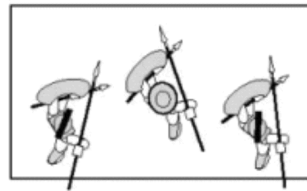
1 Ekdromos
(Shape of base to taste)



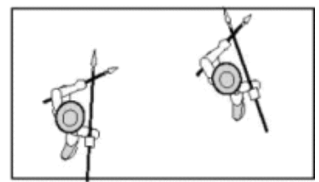
1 Lochos
of Hoplites



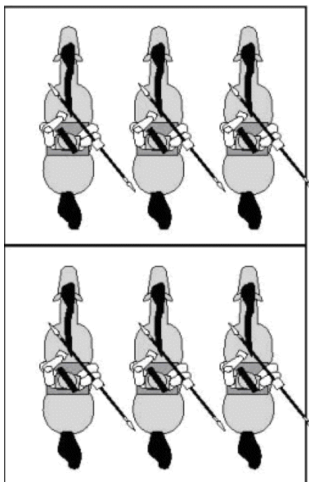
1 Lochos
of Peltastes



1 Stand of
Thracian Peltastes
(Undisciplined)

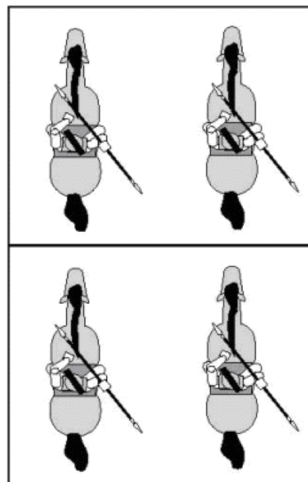


1 Stand of Psiloi -
also Toxotes
(Archers) Sphen-
donetes (Slings),
& Hamippoi

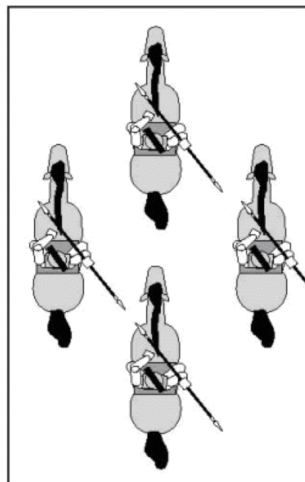


Hellenic
Ile

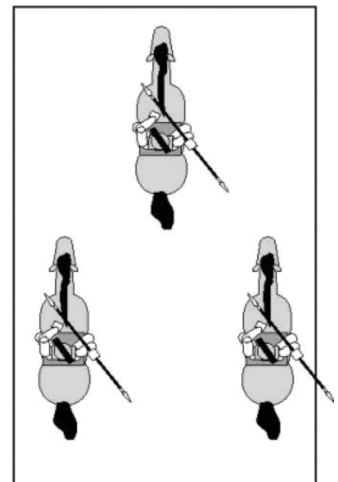
or



Hellenic
Ile

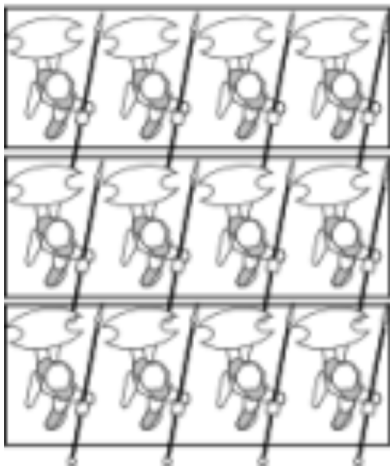


Thessalian
Ile

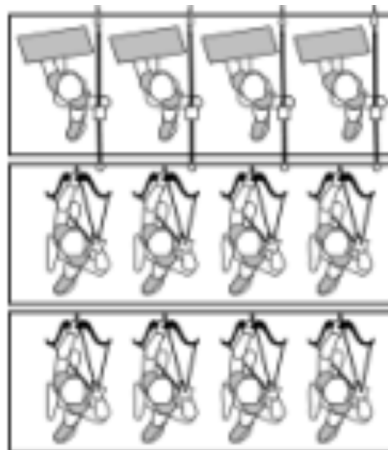


Macedonian
& Thracian Ile

Diagram 2: Basing - Persian



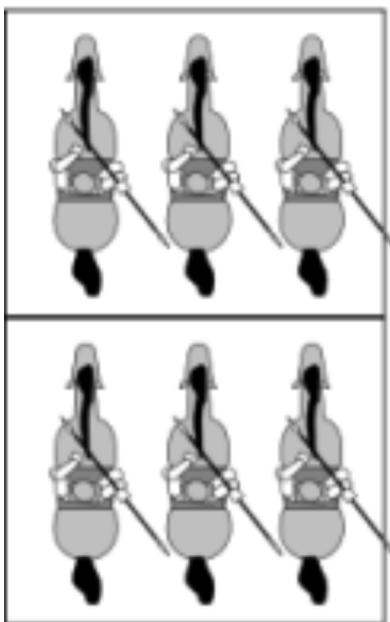
1 Lochos
of artisbara



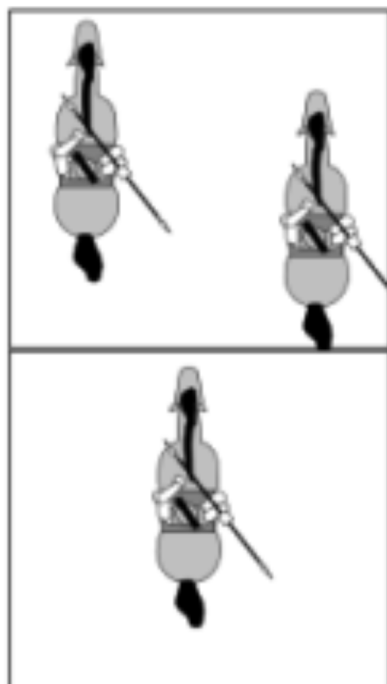
1 Lochos
of sparabara



1 Lochos
of kardakes



Persian ile



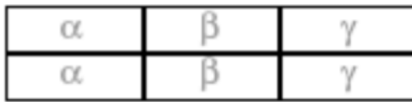
hippotoxotes



1 lochos
of takabara
(or iphicrateans)

Diagram 3A: Arrangement

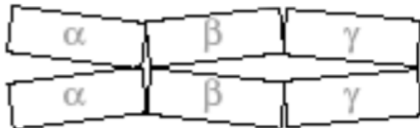
3 Lochoi in Close Files



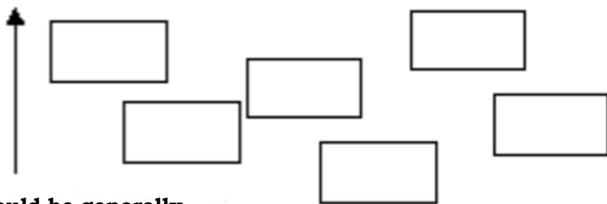
3 Lochoi in Open Files



3 Lochoi in Disarray

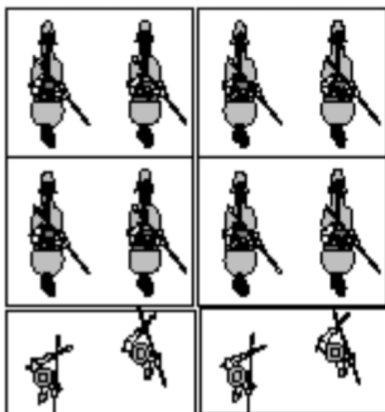


Psiloi in No Files

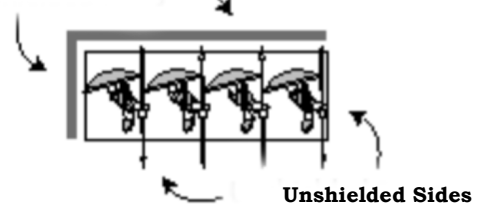


Should be generally in the same direction

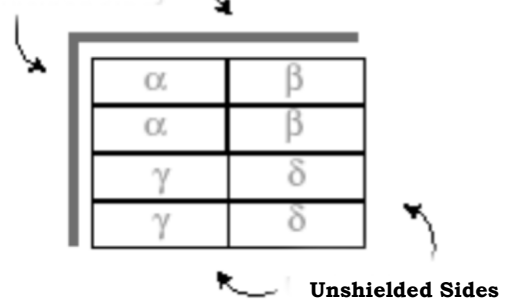
Hellenic Hippias with Hamippoi



Shielded Sides



Shielded Sides



Thessalian or Thracian



No Counter



OF

Inverted Counter



Dis

Inverted Counter Askew

Diagram 3B: Arrangement in Melee

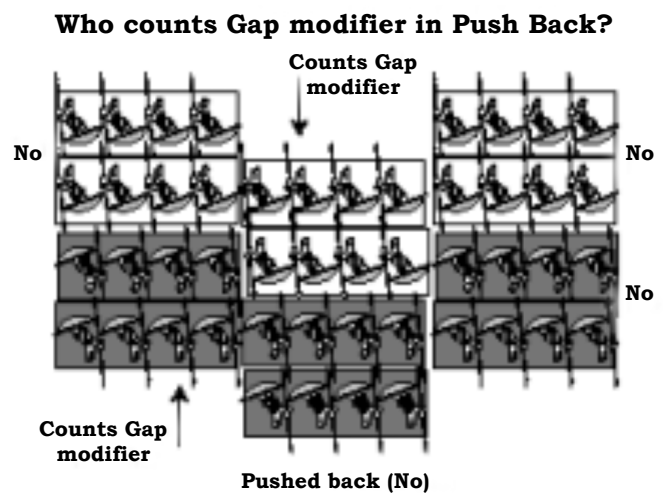
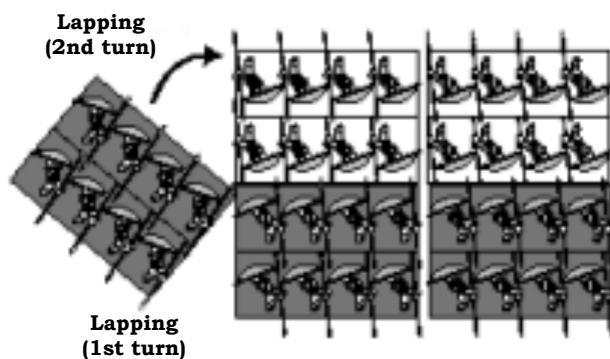
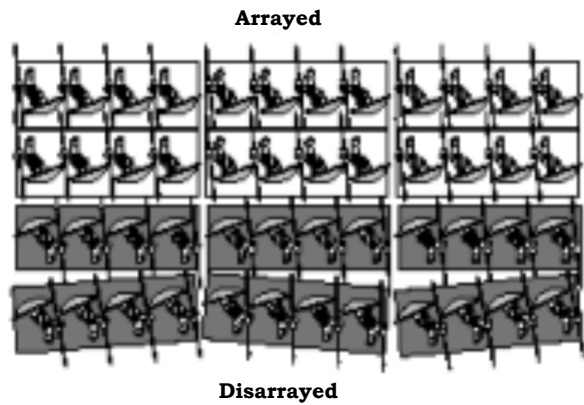
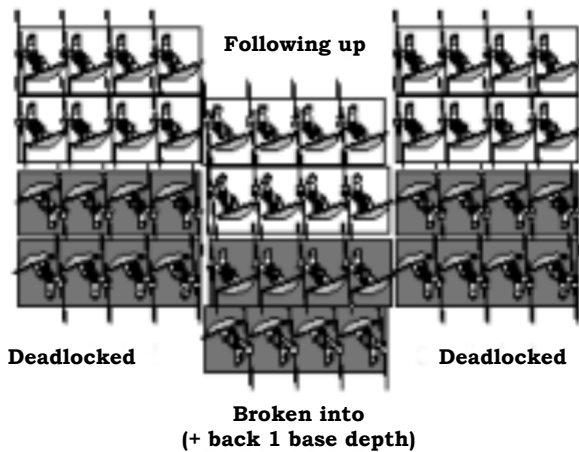
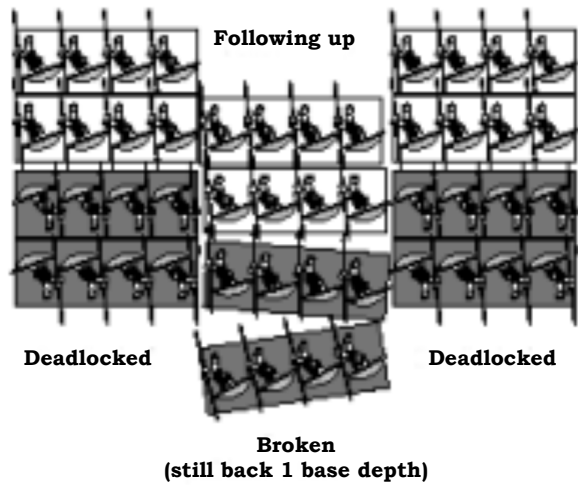
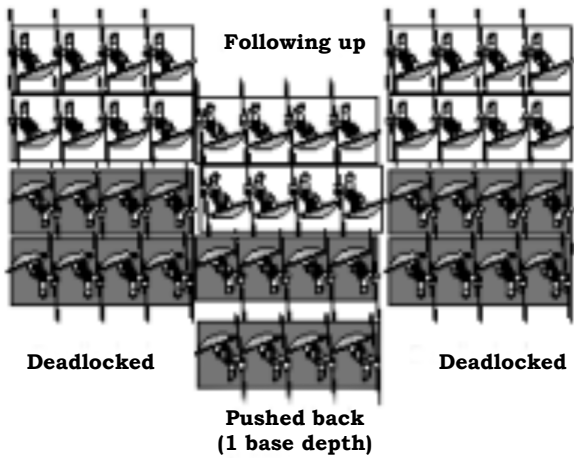
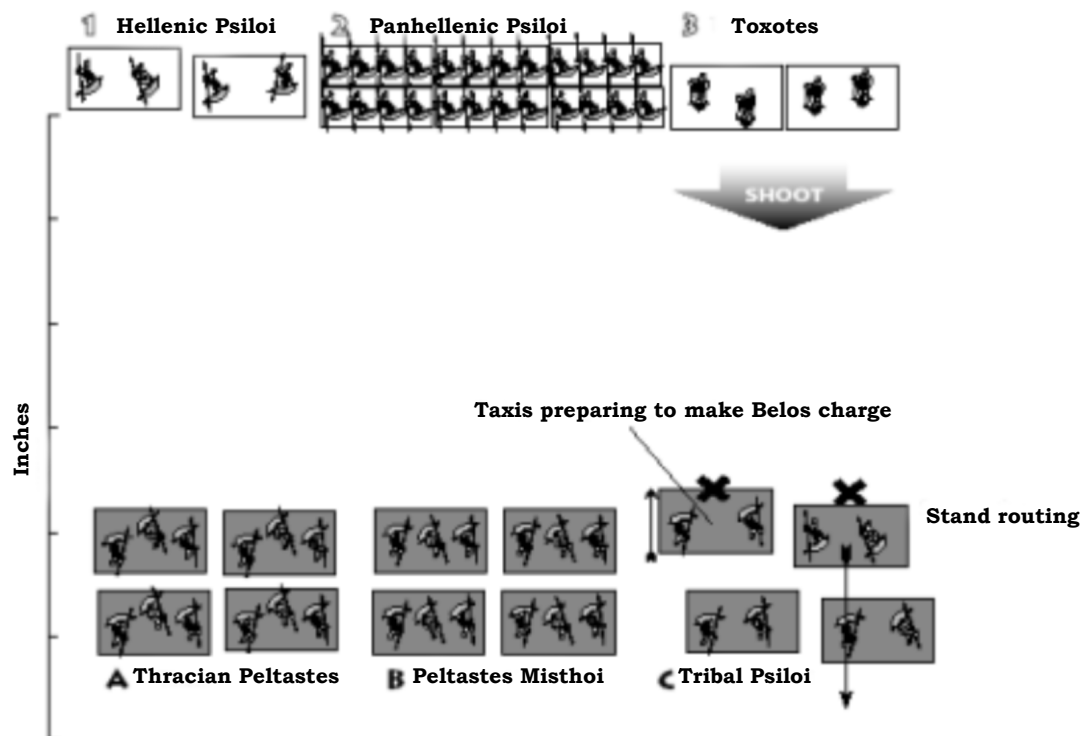


Diagram 4A: Belos Example

A Belos Fire / Reaction Segment

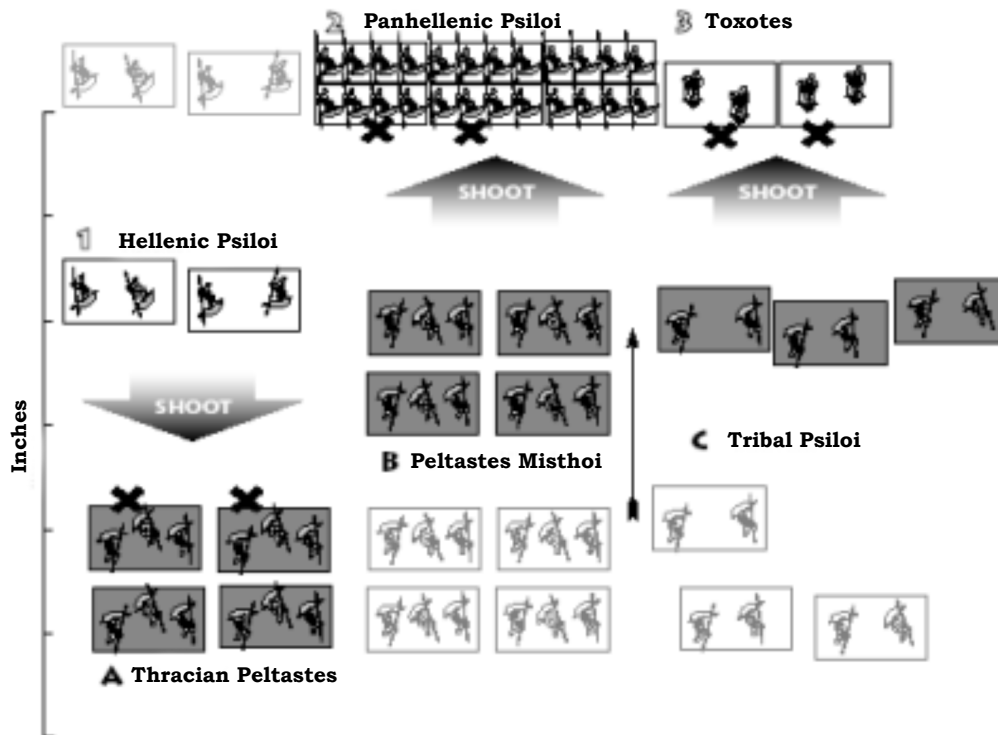


A Two small forces both have signalled "Forward Psiloi". The Thracian force (grey stands) has Firm Arete (13 Arete points); the Panhellenic force is Eager at 16 points, so has precedence in Arete Sequence. It is the start of the Offensive Belos phase.

First any Belos Fire is resolved (before Belos Charges). The only unit eligible is the Toxotes (3) who have 6" range. They let fly at the Tribal Psiloi; their Belos number is unmodified (the Psiloi are unshielded) for an intensity of 3. Each stand fires at the Psiloi directly before it, starting at the inner (rightmost for the player) stand. The first Tribal Psiloi rolls a 2 on 1D6, which added to the intensity is 5, just passing their Belos check. At Firm Arete, the result on their Belos Check chart for intensity 3 Belos Fire is "B", which means that the Psiloi must make a Belos charge at their tormentors in the Belos Charge segment. The stand that was hit is placed a little forward from the rest to show that it will charge in the next segment. This will affect the entire unit (affects taxis). However, the next stand of Psiloi that is shot at rolls a 6 on its Belos check, which with the intensity becomes 9, a failure. The result on the "Fail" side of its Belos check chart is an "X" at Firm Arete and 3 intensity. The stand is broken, but this result, unlike the previous, affects only the stand (affects lochos) while the taxis or group of Psiloi will continue with it's Belos charge. However, it will have to take a "Katastrophe" Andreia check immediately. It rolls a 5 for a pass; if it had failed, the Psiloi would have routed entirely. The routing stand rolls a 4 on 1D6, added to its move rate (6), so it is moved 10" back, and is removed from the table as individual stands or lochoi cannot be rallied. The stands immediately behind are not affected by the routing stand as they are of the same unit.

Diagram 4B: Belos Example

B Belos Charge / Reaction Segment



B Stationary Belos Fire having been completed, the players now move to the Belos Charge segment. The Arete sequence has not changed, even though the Thracians have lost a stand, Psiloi do not count as a core troop type, so the Arete point levels have remained unaltered. The Panhellenics will start with the first taxis moved, followed by any reaction, after which the Thracians will move a taxis, then any reaction, then back to the Panhellenics, and so on.

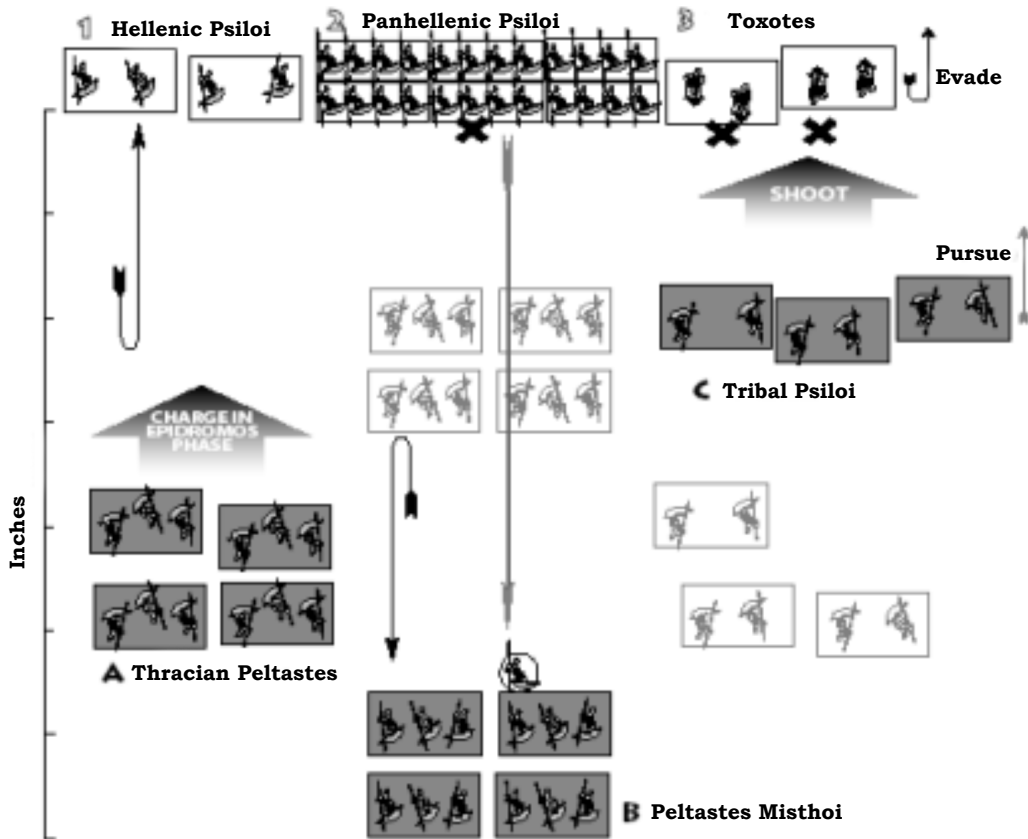
Things start at the right of the Panhellenics - Their two measly Hellenic Psiloi move 2 inches up (to bring them into range they fire at 1", + 1" for the charge) and let fly their attack (belos number is 1+1 (for the charge) -1 (for the Thracian's shields) =1 intensity. The first Thracian Peltaste lochos tests, and roll a 2 on 1D6, +1 for the intensity, which is a pass (5 is their limit). The second also passes with a 4. The pass result for both is a "C" which means that the Thracians will dispense with any Belos activity, and will charge the Psiloi instead. This will occur in the Epidromos phase, which is not our concern in this example (the Thracians will need a 7 [6 +1 for Firm Arete] while the Psiloi will fail and rout on a 6 or higher [-1 to the roll for phobos,+1 for Eager Arete]; but even if they countercharge, the Psiloi are probably doomed). The Psiloi continue their Belos charge by turning (at the cost of 1" of their total move) and moving back the remaining 2" of their move. As they are not pursued by Ekdromoi, that is as far as they go, and they are turned to face their enemy again.

The sequence now goes to the Thracian player. If their first taxis of Peltastes(A) had not received a "C" result, it would now execute any Belos Charge; instead, the next taxis, the Peltastes Misthoi (B) executes it's charge against the opposing Panhellenic hoplites. They decide to hit the two lochoi to their left. The Peltastes now move up 2" to get in range and let fly with an intensity of 1 (3+1 for the charge,-3 for the Panhell. shields). The leftmost Hoplite lochos rolls a 1 on 1d6, easily shrugging off the attack; but the next one rolls a 6+1 (for intensity) which is a 7, a Failure. At Eager Arete, and 1 intensity, the result on it's Belos Check chart is "K" or release Ekdromoi. it places an Ekdromos marker in front of it for the next segment: "Ekdromos Rolls". Until then, the Peltastes head back, the whole taxis going 1" farther because it will be chased by the Ekdromos marker (see next page, Diagram 4C).

The only unit remaining to belos charge is the enraged Tribal Psiloi. See, Diagram 4C, for their results.

Diagram 4C: Belos Example

© Belos Charge / Reaction Segment continued, & Ekdromoi roll

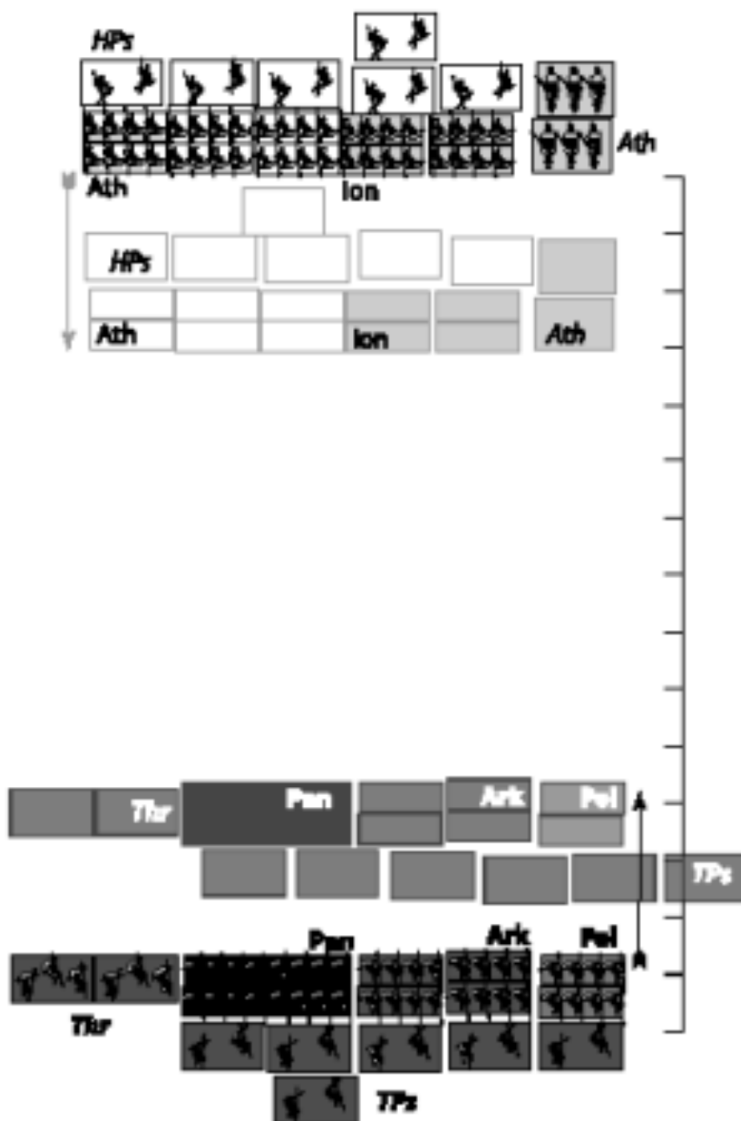


© The Tribal Psiloi now Belos Charge the Toxotes. The Psiloi attack the leftmost stand with an intensity of 2 (1+1 for the charge, and the Toxotes are shieldless) and the rightmost with 3 intensity (+1 due to the extra stand of Psiloi firing). The leftmost stand just passes his Belos check with a 2 (+2 for intensity =4, a pass) achieving a maintain result at Eager Arete level. Unfortunately, his comrades in the next stand rolls a 6, which even unmodified is a Fail. This gives an "E" or Evade result, which is lower or worse on the Reaction Definitions list. It is also one that effects the whole taxis, so they must perform an evade move immediately. Next Automatic movement segment they must make an evade move, which the Psiloi will follow with a pursuit move. One stand of the Toxotes is turned around to show that they're evading. This ends the Belos Charge segment.

The Panhellenics, having had their phalanx attacked by belos fire this turn, lose an Arete point, going down to 15, losing their Eager status for a Firm one.

The next segment is the Ekdromoi Rolls segment. The lucky Panhellenics roll a 6 on 1D6, catching the Peltastes Misthoi. Their luck runs out, however, as they roll a 4 against the Peltastes, resulting in the Ekdromos' elimination - also losing a further point from their total of Arete points. If they had rolled a 1-3, they would have killed (well, in reality dispersed most of) the entire two-stand lochos of Psiloi that they had contacted.

Diagram 5: Approaches and Epidromos: a



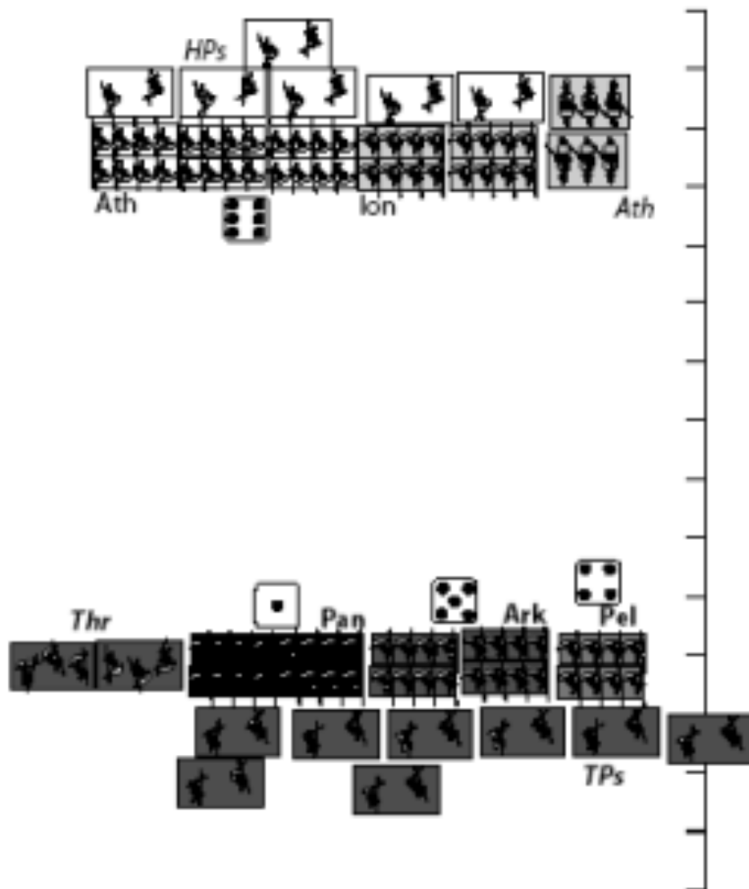
A. Two small armies have both signalled “Begin Approaches” this turn. Their front edges are little more than 2 stadia apart (14”). The Athenian army is at 10 AP - “Φ” (Firm) Arete, the predominately Dorian army is at 8 AP - “Υ” (Unsteady) Arete. The Athenian army is comprised of a taxis of Athenian (Ath) Hoplite's, a taxis of Ionian (Ion) Hoplite's, one group of Hellenic Psiloi, and a single ile of Athenian (Ath) Hippeis. The Dorian army has a single lochos - taxis of Peloponnesian (Pel) Hoplite's, a taxis of Arkadian (Ark) Hoplite's, a further taxis of Panhellenic (Pan) Hoplite's, one group of Tribal Psiloi (TPs) and a small group of Thracian (Thr) Peltastes. The Athenians have two Strategoi in their army, each rated as *Fellow Hoplites*, and are located in the rightmost lochos of each Hoplite taxis (the one in the Ath. Taxis is the *Hegemon*). The Dorians have only one Strategos, but he is rated *Promachos*, and is among the Pel. Hoplites.

B. Both sides begin their approaches, starting from the Athenian's right (they are first in the Arete Sequence). Their hoplite's march 3” forward, as do the Dorian's as well. They do not drift, as there are less than 8 lochoi in their phalanx. Their various lights, easily being able to keep up, keep their stations, though they do not have to move as rigidly as the Hoplites; their main concern is that they do not get between the oncoming Hoplites, as they will invariably have to evade the Hoplite charges, and do not wish to evade through and disarray their own hoplites. They do hope to pursue the enemy, in case their hoplites break their opposites. Notice that the Psiloi of both sides alter their formation at will.

The Hippeis, have assume Close Files, in the hope that they might catch a hoplite unit in disarray and also hope that they can cover their flank of the phalanx; note that they are not, like the Hoplites, under obligation to charge, but may seek targets of opportunity. They may even attempt a Belos charge next turn, but would not like getting caught in a Hoplite charge. If they have Epidromos charges declared against them, they, like the Thracians at the other end of the board, will probably evade the charging Hoplites.

Nothing else happens this turn. See next diagram. ►

Diagram 6: Approaches and Epidromos: b



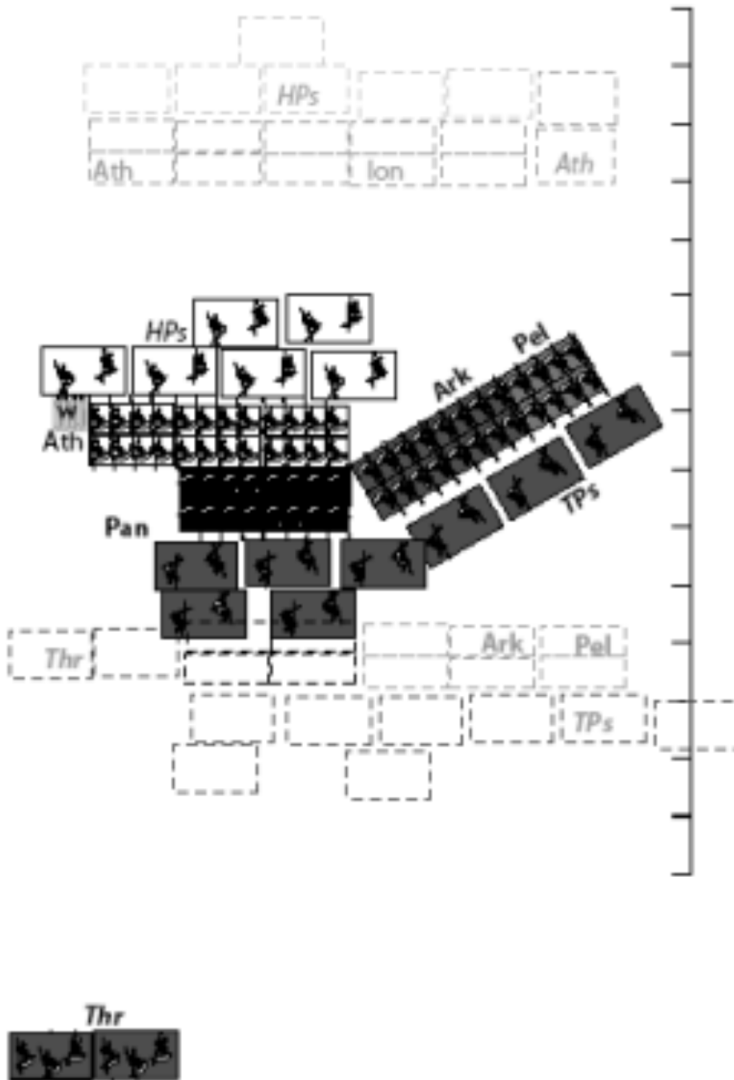
C. This turn, the Athenians give the Salpinx signal for Charge!; the Dorians have the choice to answer in kind, or perform the signal that they chose in this event, they chose Charge anyway.

D. The Athenian performs his Sphagia roll - but only rolls a 1=0 AP (wasting his poor goat) - the Dorians fare better with a 4=+1 AP, moving them to 9AP (almost Firm...)

E. The Athenian leads the Arete seq. from the right- there are no Auto Moves phase or Offensive Belos phase, so he begins rolling his Andreia checks. The Athenian taxis rolls first: he is faced by Thracians and Panhellenic Hoplites, so he uses the Thracian Phobos Number, which is equal to his own, so no modifier. He rolls a 9, and so passes (his check number is 8, +1 for being at firm Arete). He now rolls a further die for the Epidromos, and places it in front of it's taxis- he gets a 6. The Thracians then check (even though they cannot charge Undisarrayed hoplites frontally, so if they pass, they must evade) and they pass with a 5. They will evade this turn, so one stand is turned about. They do not roll for Epidromos. The Panhellenics are in a tougher position - the Athenians scare them a little (-1 for Phobos) and they are Unsteady, so they have another -1, meaning they must roll at least 5 to keep from routing. They get a 3, and so pass. Their Epidromos roll is a 1, and is placed before them. As the Panhellenics were rolling in reaction to the Athenians, the Dorian player, next in Arete Sequence, rolls for his Arkadians. They need a 10 (+1 for Phobos, +1 for Arete) and easily pass with a roll of 6. Their Epidromos roll is a 5. In reaction the Ionians roll (-1 Phobos from the Arkadians) and they get a 9 which is a fail! They are broken, and their lochoi are turned about in place to show this- they will rout this turn. The Athenians drop 2 AP, which means that they are now Unsteady, while the Dorians go up to 11, or Firm.

The Athenian Hippeis are next, but may not charge the Peloponnesian Hoplites of their own accord, so they pass to them. The Pel. Hoplites need a 9 (8 +1 for Arete) to pass, and roll a 7. Their Epid. roll is a 4. Now the Athenians may react to the Peloponnesians. and pass the needed roll (7, now unmodified due to the Athenian's Unsteady Arete) with an 7 (just made it). They will have to evade, so their rear stand is turned about. Next the rout and evasions are performed, before those who passed make their Epidromos moves. See next diagram. ►

Diagram 7: Approaches and Epidromos: c

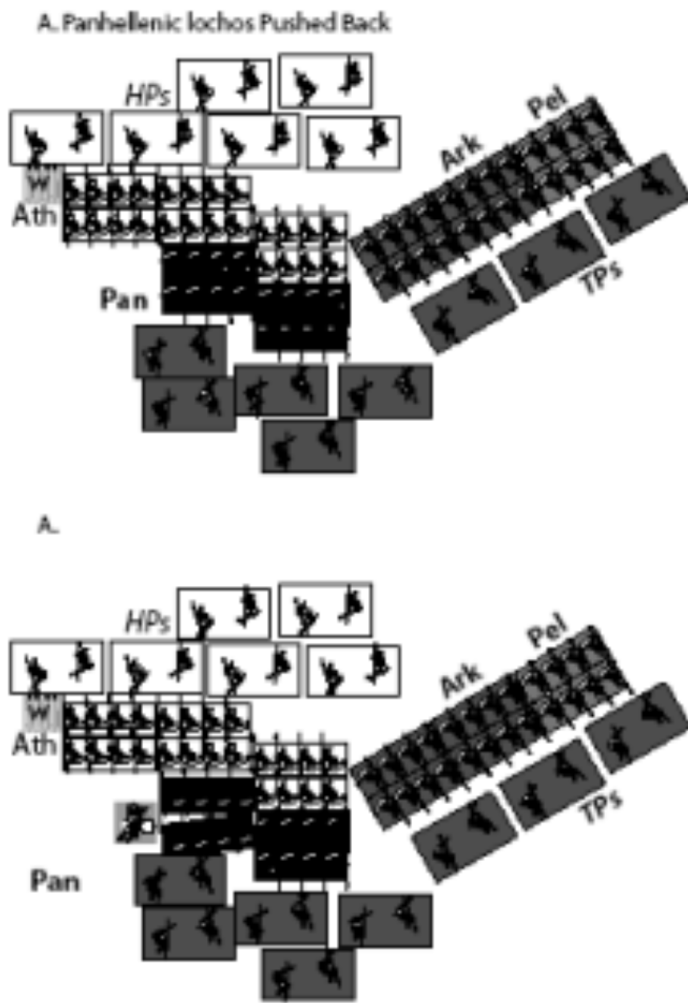


F. Now the rout and evade moves are performed. the Ionians move first with a roll of 4, which gives them an 8" distance. they pay 1" for the turn around, and move the rest straight back, removing them from the diagram and the game. The Thracians roll a 2, and are also moved 7" back. The Hippeis roll 4, so they head 10" back, and off the diagram, but may return later. The Athenian Hellenic Psiloi was routed through, and has to take a Katastrophe - Andraia check - they need a 4 (5 Andraia, -1 for Unsteady Arete) and pass with a lucky roll of 2.

G. Now the Epidromos moves are finally executed. The Athenians (still have the Arete sequence from the beginning of the phase, though it dropped during the phase) move 5" ahead. they qualify for Momentum, so a Momentum counter is placed near them. Their Psiloi follow up behind them as well. The Panhellenics (who didn't qualify for momentum) move their distance forwards. The Arkadians and Peloponnesians, their opponents fled and beyond pursuit, decide to keep their line with the Panhellenics, and wheel around on the Athenians - they both move 5", so they move about 2 1/2" forward, and wheel as one for the rest. Their momentum is wasted. Their Psiloi follow up. No one exceeded their Disarray Qualifier (the terrain is flat and level).

They now move on to the Melee phase. See next diagram. ►

Diagram 8: Melee



H. The Dorians now have the Arete sequence, having been moved up to Firm (11) by the Athenians losses to rout in the last phase. They decide (by right of the Crafty Hegemon) to start from their Right. The first melee will be the right-most lochos of the Panhellenics versus the opposite Athenian lochos. The Panhel. doesn't roll for momentum, so it sums up all its applicable factors for its Total Attack number - this is merely 3 (3 spear, +0 Arete, nothing else) which it compares to the Athenian's modified shield number: the Athenian has rolled 2 for it's momentum, which gives a 5 (3 shield +2 momentum +0 arete) Shield number, so the Panhellenics don't even penetrate their shield. The Athenians 5 (3 spear, 2 mom.) Total attack num. Almost exceeds their enemies' shield & strength, so the final result is found on the third line of the melee resolution chart. The Panhellenics are pushed back one base depth, with the Athenians following up. this exposes the unshielded flank of the other Panhellenic lochos.

I. The next adjacent pair of lochoi in the melee now resolve their attacks. Again the Panhellenics have no momentum, so their attack is only their spear number, 3. The lucky Athenians roll 6 for their momentum, and so have a total Shield number of 7 (3 +4 mom.), so again the Panhellenic spears stick in or bounce off the Athenian shields; but now, due to the previous Panhellenic lochos' backing up, the current Panh. lochos also has a -1 modifier (Gaps) which means that its shield number is 2. The Athenians 7 crashes through the Panh. Shield, Strength, and its Arete Threshold number (3 Shield, -1 Gaps, + 2 Strength, +1 Threshold = 5). Their threshold exceeded, The Panhellenic lochos is broken, and it is turned about. A casualty counter is placed nearby to mark the site of the carnage. The melee phase is over. The Dorians lose 1AP, and the Athenians gain 1AP, putting them both at 10AP, both Firm.

J. The Katastrophe phase: first the Panhellenic taxis (or what is left of it) must take a Katastrophe-Andreia check for losing one of its lochoi- it needs a 7 or lower, but rolls a 10 which is a fail. At Firm, this means that it is merely disarrayed. The Athenians and their Psiloi must each test for having seen the Ionians run off this turn. Both pass.

Now, since you are the seed of Herakles the invincible,
courage! Zeus has not yet turned away from us. Do not
fear the multitude of their men, nor run away from them.
Each man should bear his shield straight at the foremost ranks
and make his heart a thing full of hate, and hold the black flying
spirits of death as dear as he holds the flash of the sun.
You know what havoc is the work of the painful War God,
you have learned well how things go in exhausting war,
for you have been with those who ran and with the pursuers,
O young men, you have had as much of both as you want.
Those who, standing their ground and closing their ranks together,
endure the onset at close quarters and fight in the front,
they lose fewer men. They also protect the army behind them.
Once they flinch, the spirit of the whole army falls apart.
And no man could count over and tell all the number of evils,
all that can come to a man, once he gives way to disgrace.
For once a man reverses and runs in the terror of battle,
he offers his back, a tempting mark to spear from behind,
and it is a shameful sight when a dead man lies in the dust there,
driven through from behind by the stroke of an enemy spear.
No, no, let him take a wide stance and stand up strongly against then
digging both heels in the ground, biting his lip with his teeth,
covering thighs and legs beneath, his chest and his shoulders
under the hollowed-out protection of his broad shield,
while in his right hand he brandishes the powerful war-spear,
and shakes terribly the crest high above his helm.
Our man should be disciplined in the work of the heavy fighter,
and not stand out from the missiles when he carries a shield,
but go right up and fight at close quarters and, with his long spear
or short sword, thrust home and strike his enemy down.
Let him fight toe to toe and shield against shield hard driven,
crest against crest and helmet on helmet, chest against chest;
let him close hard and fight it out with his opposite foeman,
holding tight to the hilt of his sword, or to his long spear.
And you, O light-armed fighters, from shield to shield of your fellow
dodge for protection and keep steadily throwing great stones,
and keep on pelting the enemy with your javelins, only
remember always to stand near your own heavy-armed men.

Tyrtaeus of Sparta

Translated by Richmond Lattimore

University of Chicago Press, 1955